



Torus Linkage (minimal)



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Summary

Low poly / torus linkage. Prints delightfully small / large showing Print In Place (PiP) feasibility visually.

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Just a test torus stretched in blender which I printed and enjoy so thought I'd share.

Technique:

- Make low-poly torus
- Cut square patch of vertices out of it
- Select and scale that patch with linear fall-off
 - to achieve feasible print ramp (~60% w/ bridge at tip)
 - to match your target shape (here a test rectangle-ish thing)

Useful to patch into other models, or demonstrate to friends how print in place joints work with a tiny keepsake (size of dime).

Model files



linkages-2-toruslink-horizontal.stl



linkages-2-toruslink-vertical.stl

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