



Doom Eternal ArchVile



SJBuilds

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Summary

This is a highly detailed sculpt of the ArchVile from Doom Eternal. The base model was ripped from the game and the...

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Tags: [character](#) [doom](#) [arch](#) [eternal](#) [archvile](#) [daemon](#)
[vile](#)

This is a highly detailed sculpt of the ArchVile from Doom Eternal. The base model was ripped from the game and the high res detail was manually resculpted by me, based on the character's normal and albedo maps.

EDIT: I buggered up and made the arm joints too big for the sockets on the torso.

gonna have to shave off the excess for them to fit.

My Printing Settings:

Printed on an Anycubic Mono X

Resin: Anycubic Craftsmans greyResin

Resin Volume: 185.886ml

Print time: 8:15h

(I like my prints to have a good weight to them, so I always print solid)

Disclaimer:

All the things I make, I make for me and me alone. If you happen to enjoy what I have made, that's fantastic, and feel free to download and share with attribution.

Category: Creatures

Model files



archvile_rightarm.stl



archvile_largebase.stl



archvile_rightleg.stl



archvile_torso.stl



archvile_leftleg.stl



archvile_head.stl



archvile_full.stl



archvile_leftarm.stl



archvile_small_base.stl

[Find source .stl files on Thingiverse.com](#)

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