



Helix Space Rocket (fidget vortex spinner toy)



GlennovitS 3D

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Summary

Helix Spinner with a space twist - to the infinity and beyond!

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Going to outer space requires math! Understanding **how a helix works** requires math! I don't fully understand equations in either situation - but

thought it would be fun to make a toy that combines them. Like math and helixes, it should **make something possible that seems**

impossible. And it does that!

The **'fuel'** you can see on the sides, is **converted to the blaster and becomes the flame** once the rocket has taken off! And once it lands again, the fuel is filled up, ready for another go. **Always more fuel: impossible - except here**

Have fun with a helix/vortex toy that is **a little more than just a helix**



Overview

It comes in multiple **variations**:

- **Classic** (like other helix/vortex models, where the fuel/fire piece can go all the way through the rocket - they are not connected)
- **Fidget** (where the fuel/fire isn't falling out of the rocket - once pressed in, you can land play with it as a toy. Either with fuel within, or fire blasting out - but not falling all the way out)

The **flame piece** also comes in different versions for the Classic variation:

- Flame - **Default** (fits top of rocket, and with a more narrow back-end for the flame)
- Flame - **Narrow** (narrow on both ends - flame looking. But doesn't fill the top of the rocket completely when inserted)
- Flame - **Wide - Boosters** (fills top of rocket, and with a flat bottom to look like boosters when inside the rocket)
- Flame - **Wide - Symmetric** (fills top of rocket, no matter the direction of the model)

Flame for the fidget version is currently in one version:

- Flame - Fidget version (is a little tougher to put into rocket first time, but then stays in to use as fidget toy)

Assembly

Important: please **choose either Classic OR Fidget versions** for both Rocket and Flame.

Before inserting the flame, please ensure your rocket is clean. Any 'blobs' can prevent the awesome fidget feel. Especially in the top of the 3 'windows' and the bottom of the rocket. Check if everything looks good, and if it doesn't: use a knife/deburring tool to clean up the edges.

Assembly is easy - just insert the flame into the rocket!



Accessories

To style the rocket even more, you can print a little extra:

- **Fin Covers** (like the red 'legs' on the image. Easy to click on (and potentially glue on) for extra color!)

More games and puzzles? Then this might be for you.. Check out this [collection of games and puzzles](#) - everything from 1-part prints to more complex models - have

Print instructions

- **Brim: Yes.** It both Rocket and Flame has very little contact with the bed, so please use Brim!
- **Supports:** Rocket: **No.** Flame: **Yes** (I used 'Normal Auto', 'Style Default', '60 degrees threshold')
- **Speed:** Slow things down! Makes for a bigger success-rate here
- **Orientation:** The models are oriented in the correct print position

Happy printing!

Model files



Classic

5 files



rocket.stl



flame-narrow.stl



flame-default.stl



flame-wide-symmetric.stl



flame-wide-boosters.stl



Fidget version

2 files



flame-fidget-version.stl



rocket-fidget-version.stl



Accessories

1 file

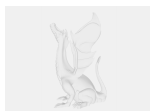


fin-cover.stl

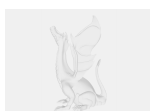


Bambu Studio Projects

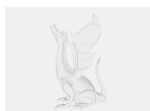
3 files



helix-space-rocket-accessories.3mf



helix-space-rocket-fidget-version.3mf



helix-space-rocket-classic.3mf

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