



Lizard Wizard

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updated 13. 7. 2024 | published 13. 7. 2024

Summary

Lizard Wizard character for tabletop / RPG type gaming.

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Recommend using raft as toes are very thin and feet bottoms are not flat to base plate. Staff is part of body model to add support for left hand. Will still need supports for individual fingers.

Hat can be glued to sit high on top of head. if you want it to sit lower, have some small area to hollow out under cap portion.

Robe portion of the model could use some more smoothing; I printed as is and sanded afterward.

Lizard Wizard concept:

A standard lizard came upon a magical stone that imbued the lizard with intelligence and knowledge; superior to most life-forms. The lizard remains in it's original form but now understands social norms of higher life forms and tries to emulate them. It walks upright for the most part; adapting the stone to a staff to aid this posture.

To create this type of model; I used a model of a lizard (picture included) and added an armature (skeleton structure) in Blender. Then positioned the body in a standing pose such that the original body structure remained unchanged; merely repositioned.

Finally added a rough robe and hat that a creature with this background would need.

Model files



506-hat.stl



504-body.stl

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