



Dragon Head Coat Hanger (multi color)



Fritz

[VIEW IN BROWSER](#)

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Summary

A fierce dragon head dual coat hanger for my kids. Mountable with two 4mm countersink wood screws (8mm head).

[Household](#) > [Home Decor](#)

Tags: [dragon](#) [horns](#) [coathook](#) [coathanger](#) [dragonhead](#)

This is a coat hanger in the shape of a fierce dragon head, which can be mounted to the wall or a wooden board. I made it for my kids after building a new coat rack. It is based on the head of the awesome [Print-in-place Articulated Dragon by McGybeer](#), and is posted here with explicit permission of the original author (it is not marked as a remix, because Printables would not let me, due to the original's license).

Other coat hangers in the photo

- [Orc Skull](#)
- [Cute Unicorn Head](#)

Printing

For maximum strength, print it laying on the lower jaw, so that the mounting plate on the back is a 40 degree overhang. Increase the infill density for the horns (use the modifier meshes in the .3mf file).

The .3mf file is also painted, ready for multi-color printing. I printed it on a Bambu Lab H2D without the prime tower, so that's where the color change defects in the photo come from. In contrast to the photo, the teeth are improved and also painted silver/white in the .3mf file.

Mounting

You need two countersink wood screws (4 mm shaft, 8 mm head). Screw them into the mounting plate exactly 50 mm apart, on a vertical line. You can use the `Screw_Test_Fit.stl` to see if your screws fit, and the `Coat_Hanger_Screw_Hole_Template.stl` to mark the screw locations.

Leave the screw heads sticking out a bit (see photo). Then put the coat hanger on the screw heads, and try to slide it downward. It should go down with a bit of force, so that it sits snugly to the wall. If it is too loose, screw the screws in further. If it does not slide down, screw them back out a bit. Repeat until you are satisfied.

License

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Modifications relative to the original model

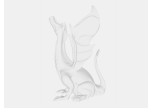
The original model was very detailed already, but some parts needed improvement when scaled up to this size:

- Merged the head with part of the first neck segment
- Subdivided the whole model to smooth the surface
- Refined the contours of the teeth and gums
- Sharpened the creases around eyes and horns for easier painting
- Filled in the holes that were supposed to hold the whiskers in the original
- Added a convex pupil to the eye, instead of a slit.
- Converted into coat hanger

Model files



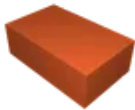
coat_hanger_dragon_v2.stl



dragon-coat-hanger-bambu.3mf



coat_hanger_screw_hole_template.stl



screw_test_fit.stl

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