

Iron Man



Amit Kumar

[VIEW IN BROWSER](#)

updated 31. 1. 2024 | published 31. 1. 2024

Summary

Printing one piece required too much material. I made the printing more comfortable by dividing the model.

[Toys & Games](#) > [Other Toys & Games](#)

Tags: [marvel](#) [ironman](#)

Printing one piece required too much material. I made the printing more comfortable by dividing the model. In this way, we will be able to print using less support.

Print the body with 0 infill. Other parts can be printed with 10 percent infill. For this piece the 0.2 mm layer height came up enough.

I recommend that you print the leg and the body vertically, and the hands horizontally. I got a good result with 250 percent scale printing.

Print Settings

- Printer brand:

Creality

- Printer:

Ender 3

- Rafts:

No

- Supports:

Yes






- Resolution:

0.2

- Infill:

0-10

Model files

 files		5 files
	right_arm.stl	
	right_leg.stl	
	left_arm.stl	
	left_leg.stl	



chest_and_head.stl

License

This work is licensed under a
[Creative Commons \(International License\)](#)



Public Domain

-
- ✓ | Sharing without ATTRIBUTION
 - ✓ | Remix Culture allowed
 - ✓ | Commercial Use
 - ✓ | Free Cultural Works
 - ✓ | Meets Open Definition