



Pokemon Ball (Hollow)



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Summary

I went looking for a Pokeball for my son, found the design and wanted to modify it to make sure it stayed together.

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Welcome to my tweaked version of a hollow Pokemon Ball. All the pieces will fit together and create a secure ball. (The black ring is Version 1 and the Orange ring is Version 2)

I have included 2 versions of the middle ring.

- Version 1 fits exactly and the largest circle is the size of the opening. The rings fits nicely, but left a little too much space/wiggle room of me.
- Version 2 I increased the diameter of the ring by .1mm and increased the largest circle by 2mm. The fit of the ring was now tight and the middle circle now sits into the ball and has no gaps. (I prefer the look and feel of this version)

The settings I have used after a few prints: (Prusa Slicer)

Ball Top/Bottom half:

- Orientaction = Dome
- Perimeter = 3 or 4 (This cuts print time down)
- Infill = Gyroid of triangles @ 15%
- Supports enabled
 - Snug
 - Overhang threshold = 20
 - Top Contact Z Distance = .3 (allows for them to use fall off)

Middle Ring:

- Orientation = horizontal (You can place it standing up on the face, but print time is considerably longer)
- Perimeter = 2
- Changed both top layer and bottom layer to Monotonic Lines
- Infil = 15% Gyroid or Triangles
- Supports enabled
 - Snug
 - Overhang Threshold = 40
 - Top Contact Z Distance = .2 (helps with the first later of the ring)

Let me know what you think and what settings you used if not mine. I am just starting the 3D journey so lots to learn.

This remix is based on



Pokemon Ball

by aewm96

Model files

pokeball_middle-ring-tighter-tolerance.stl



pokeball_middle-ring-exact-fit.stl



pokeball_pokeball-top.stl



pokeball_pokeball-bottom.stl



pokemon-ball-both-middle-rings.3mf



Other files

pokeball.zip

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