

Gallery Shapes for PrusaSlicer

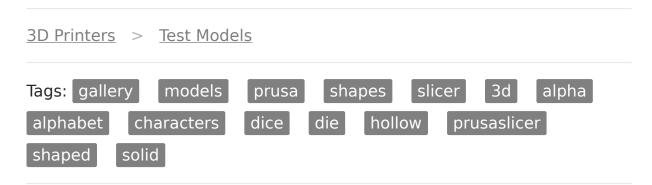


VIEW IN BROWSER

updated 3. 8. 2022 | published 3. 8. 2022

Summary

I needed a few different shapes than what was given by default, so I just made a collection of my own.



Just a handful of shapes I've made or found around the internet and have found useful in the Prusa Slicer gallery. I always wished I could just find one place for a good selection of shapes.

The most useful are ones used for subtracting material - The semi-cylinder is great for rounding edges, as is the Sphere Cut or Corner Fillet shape for rounding off square ends of a model in a pinch.

Just use the "Add" button in the Gallery and choose as many as you wish to add.

Due to the Gallery being strictly alphabetical and not having any semblance of folders (hopefully addressed in a future PrusaSlicer update), I've set prefixes so they're all grouped up. I'll update periodically as I find more useful shapes.

Update: 03-Jul-2022: Added metric nuts to the gallery, something I always found handy in a pinch.

Attibution: If you would like me to remove your work from this project, just let me know.

Alphanumieric Characters and Symbols: https://www.printables.com/model/143800-gallery-goodies-for-your-prusa-slicer - The author also has a set of braille shapes as well.

The Hollow Shapes were adapted (cut the top and bottom) from these cookie cutters: https://www.printables.com/model/10930-play-dohmontessori-shapescookie-cutters

Some of the 3D Solid Shapes: https://www.printables.com/model/154275-formas-basicas-basic-shapes

Objects: https://www.thingiverse.com/thing:5378815

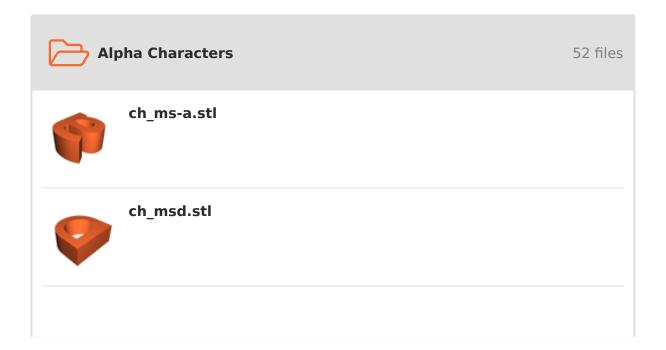
Swirl and Star: https://www.thingiverse.com/thing:4933995

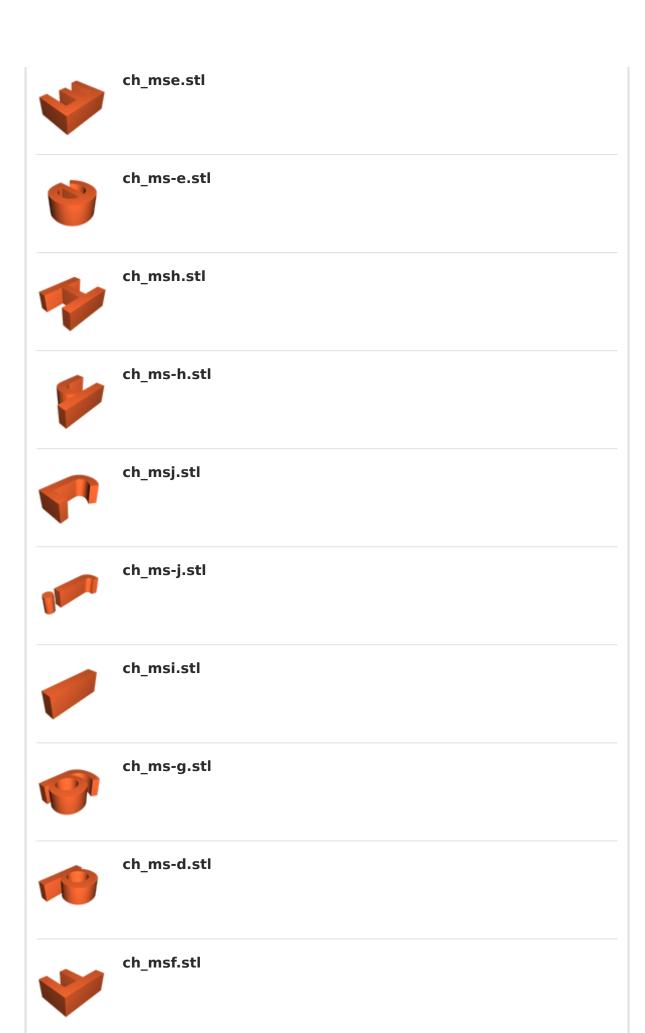
Dice Shapes: https://www.thingiverse.com/thing:4939596/files

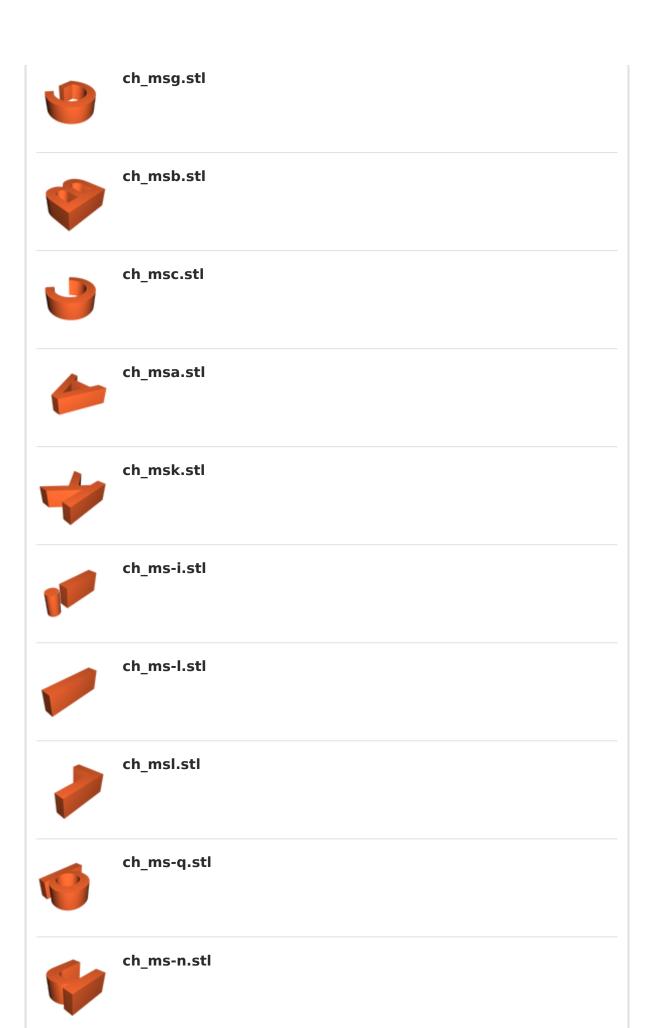
Wireframe Shapes: https://www.thingiverse.com/thing:1870561/files

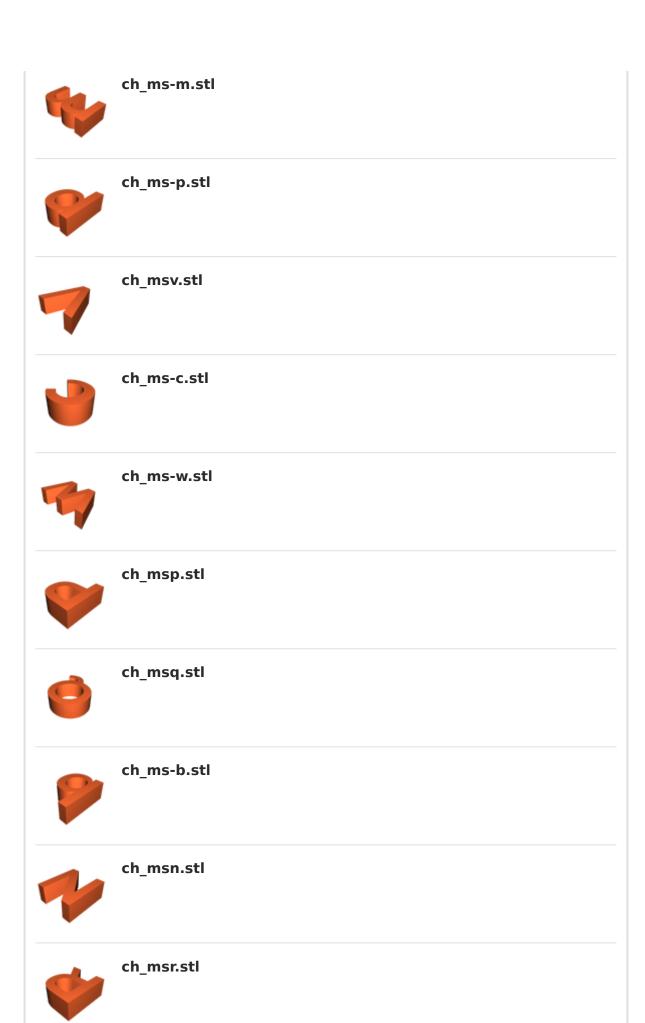
Cartographer Hollow Shapes: https://www.thingiverse.com/thing:5248753

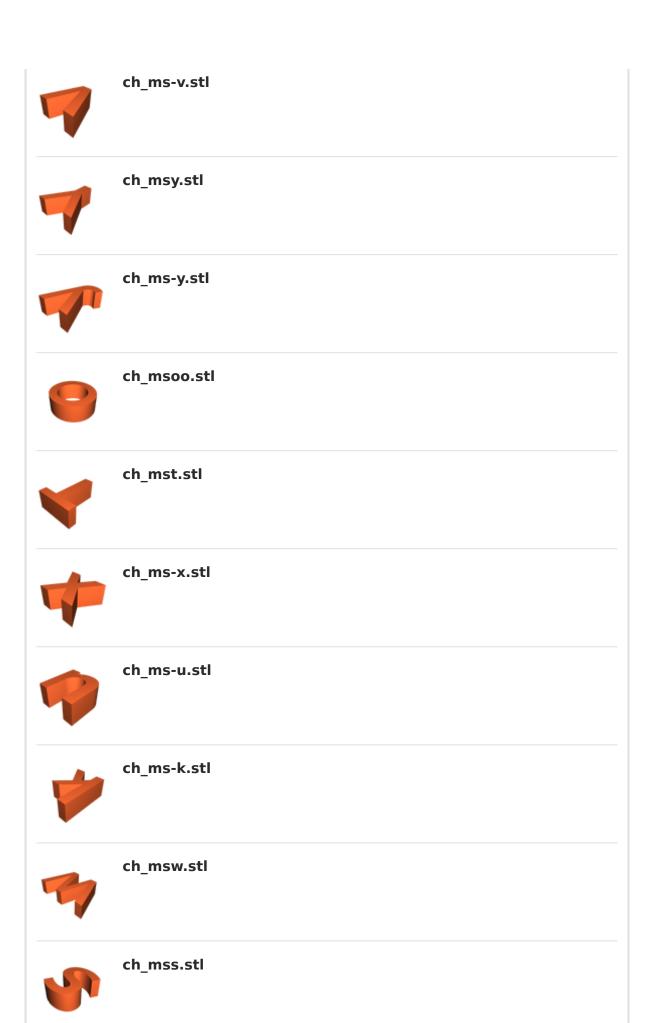
Model files













ch_ms-z.stl



ch_ms-r.stl



ch_ms-s.stl



ch_msx.stl



ch_msm.stl



ch_ms-oo.stl



ch_ms-f.stl



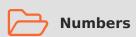
ch_ms-t.stl



ch_msz.stl



ch_msu.stl





num_ms1.stl



num_ms2.stl



num_ms6.stl



num_ms8.stl



num_ms5.stl



num_ms7.stl



num_ms4.stl

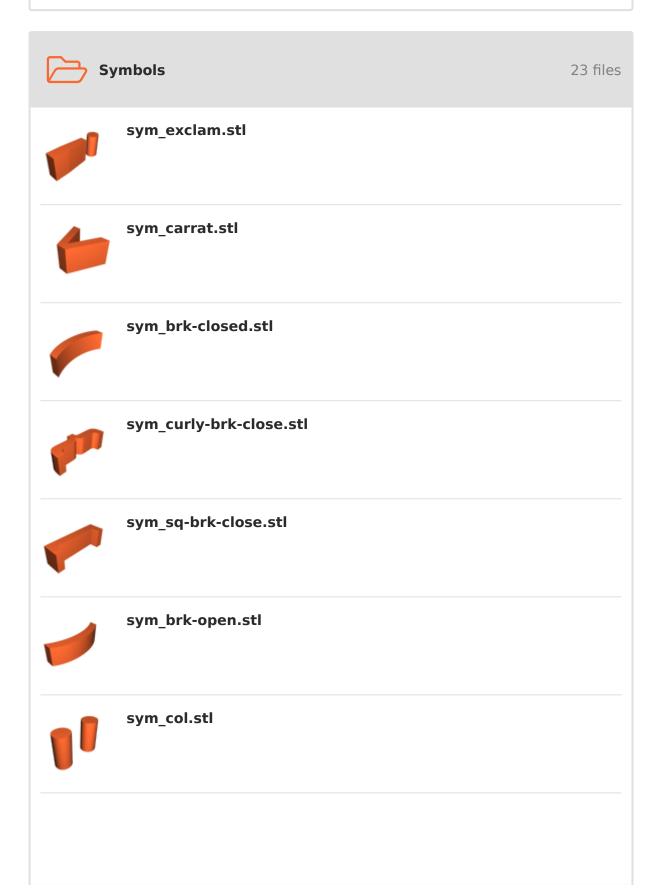


num_ms3.stl

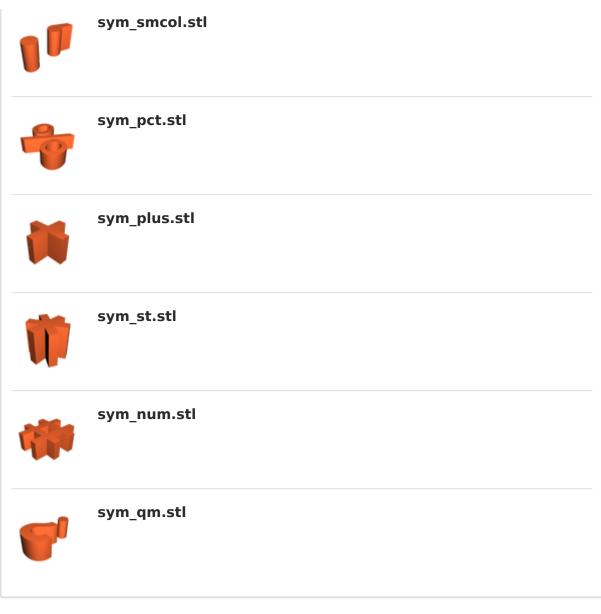


num_ms9.stl

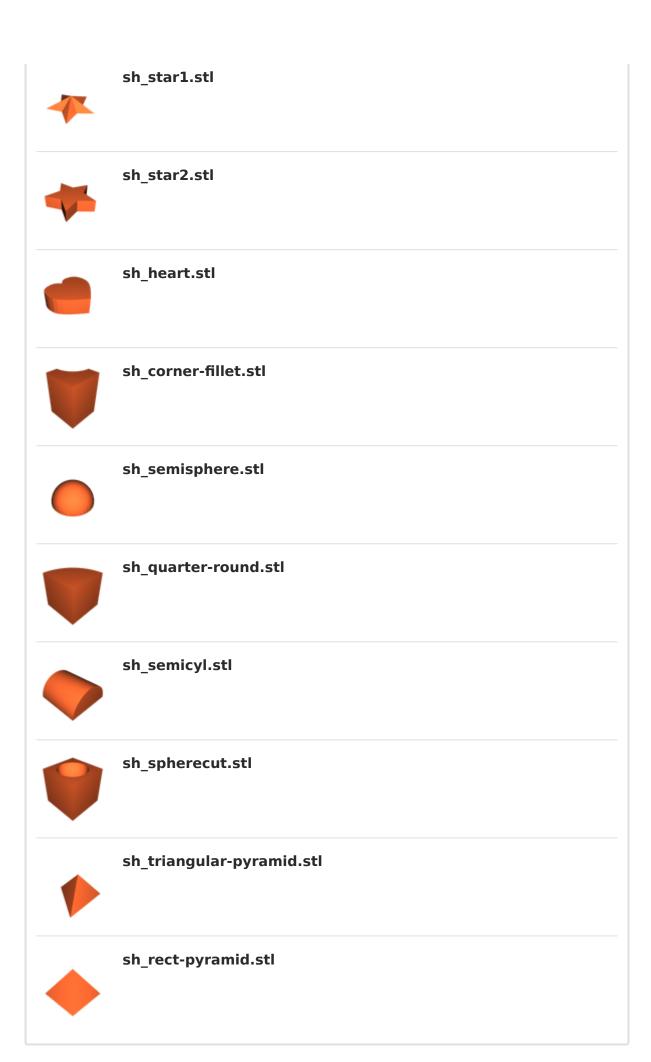




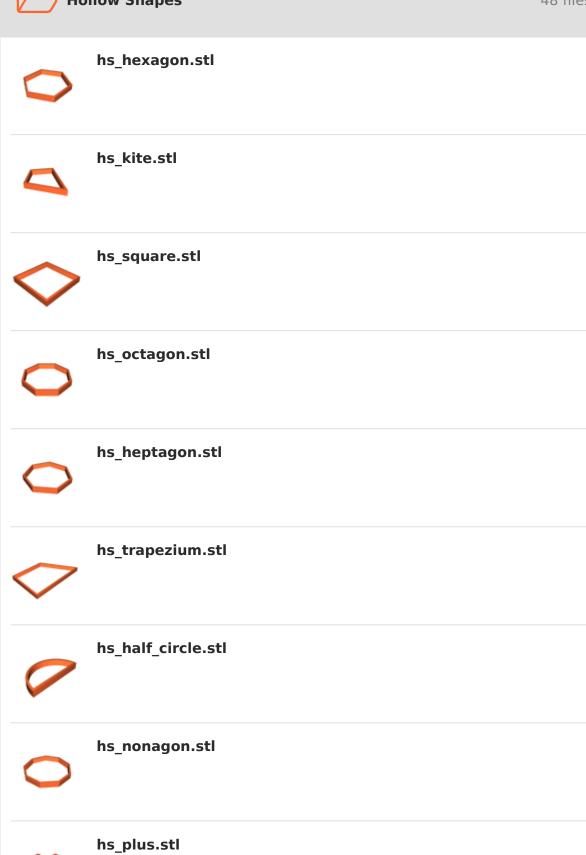




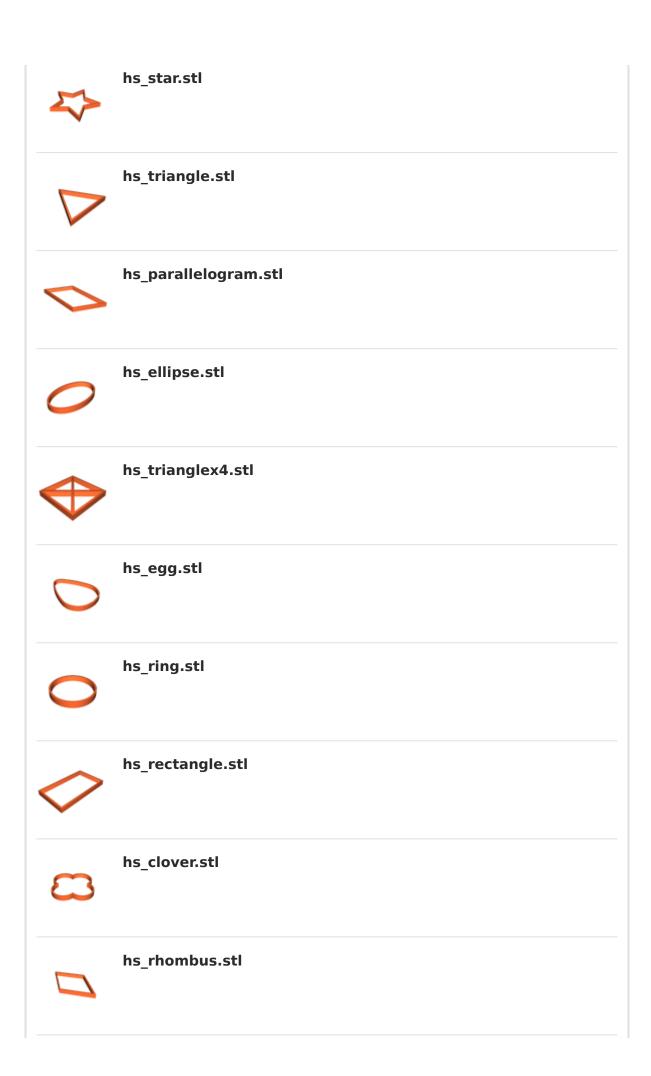


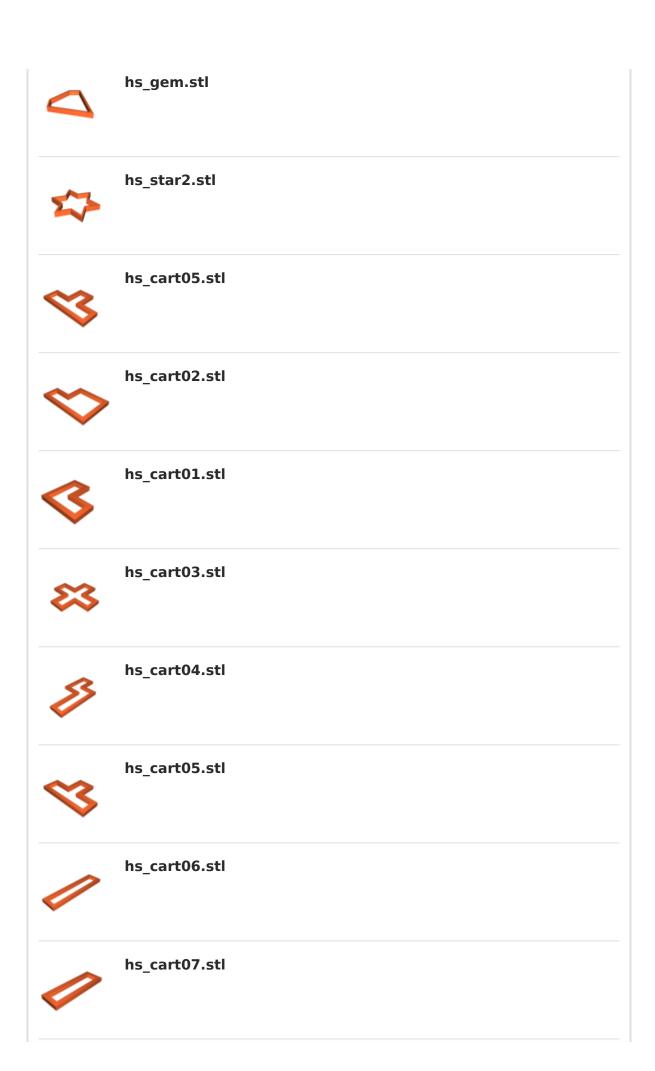


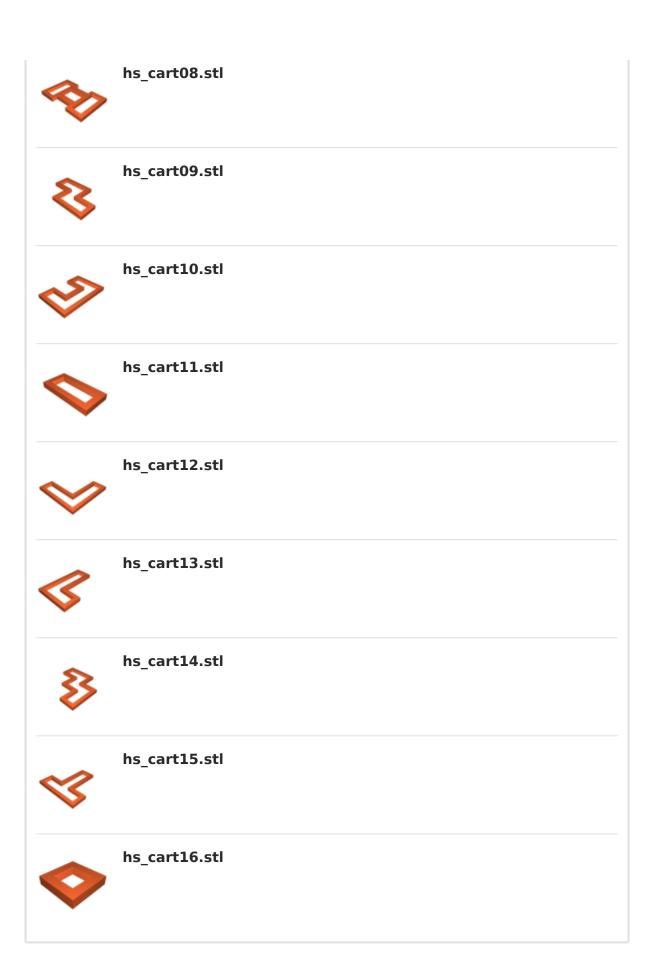




0	hs_curved_triangle.stl
	hs_diamond.stl
	hs_trapezoid.stl
\Diamond	hs_trianglex2.stl
B	hs_heart.stl
\	hs_moon.stl
0	hs_oval.stl
0	hs_oval.stl hs_decagon.stl
0 0	











dice_d8.stl



dice_d10_long.stl



dice_d4.stl



dice_d2_kraken.stl



dice_d2.stl



dice_d6.stl



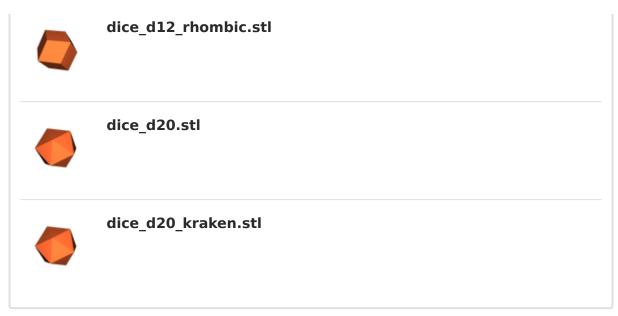
 $dice_d6\text{-}rounded.stl$

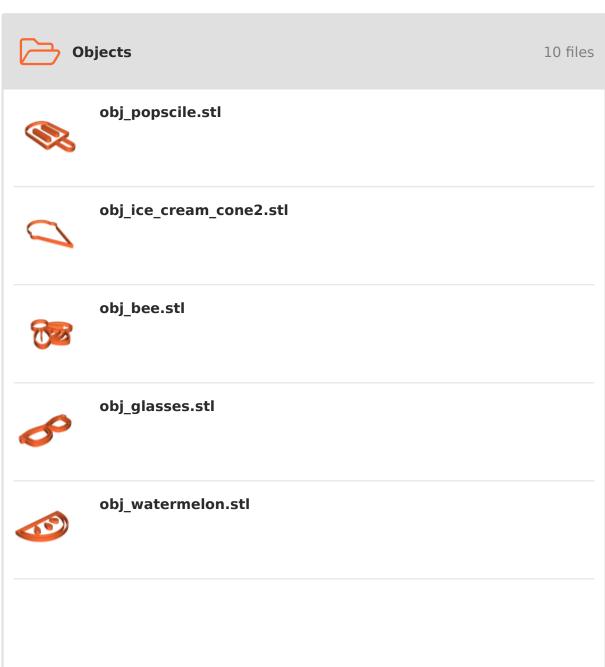


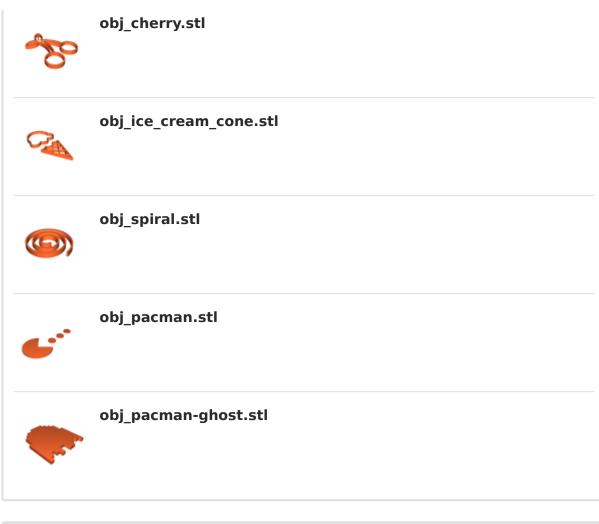
dice_d10.stl



dice_d12.stl











 $wire_trapezoid_1_thin_half.stl$



 $wire_soccer_1_thick.stl$



 $wire_sphere_1_thick_half.stl$



wire_pedestal_1_thin_half.stl



wire_pent_1_thin.stl



wire_cube_1_thin_half.stl



 $wire_diamond_1_thick.stl$



wire_egg_1_thick_half.stl



wire_cone_1_thick_half.stl



wire_pent_1_thick.stl



wire_egg_1_thin.stl



 $wire_oval_1_thick_half.stl$



wire_torus_1_thick_half.stl



wire_trapezoid_1_thin.stl



wire_sphere_1_thin_half.stl



wire_sphere_1_thick.stl



 $wire_cube_1_thick_half.stl$



 $wire_tube_1_thin.stl$



wire_sphere_1_thin.stl



wire_torus_1_thin.stl







wire_dod_1_thick.stl



 $wire_diamond_1_thick_half.stl$



wire_pedestal_1_thick_half.stl



 $wire_pyramid_1_thick.stl$



wire_prism_2_thin.stl



wire_prism_2_thick.stl



 $wire_dod_1_thin.stl$



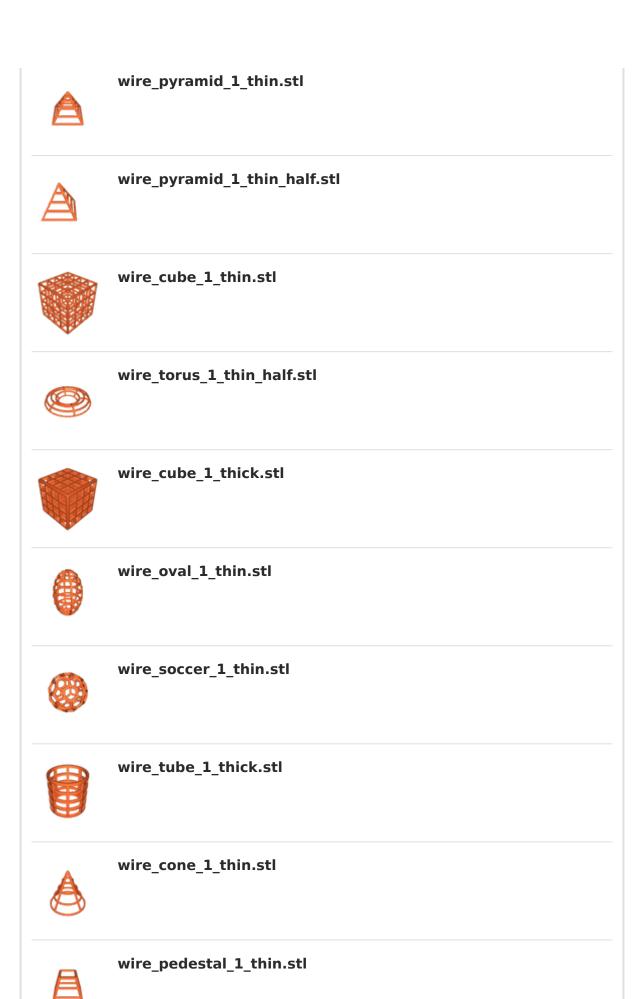
wire_egg_1_thin_half.stl



 $wire_tri_1_thin.stl$



wire_trapezoid_1_thick.stl



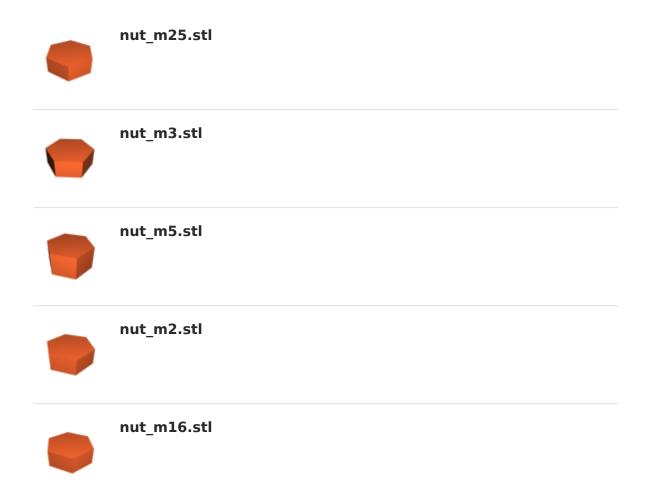
$wire_cone_1_thin_half.stl$



N	uts	6 files
	nut_m5.stl	
	nut_m25.stl	
	nut_m16.stl	
	nut_m3.stl	
	nut_m4.stl	
	nut_m2.stl	



nut_m4.stl



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