

**BOX**<sup>AND</sup>  
**LOOP**

Iron Man Helmet  
**MK5**

Print Guide

## Thank you! And Welcome!

This print guide accompanies the STL files you've downloaded in order to build your own Iron Man MK5 helmet. Print specifications in this guide are suggestions to help you achieve a successful build. Feel free to make any changes and adjustment to work with your 3D printer.

### Overall Settings:

Nozzle size - 0.6mm, Layer Height - 0.32mm, Wall Line Count - 2, Infill - Gyroid at 7%

Supports and build plate adhesion options depend heavily on your printer. In this guide a mix of brim and skirt is used with tree supports.

Orientation of STL files is not print ready. Using the function "Select face to align to build plate" or similar is required. Almost all files have a designated flat side for best print orientation as seen in this guide.

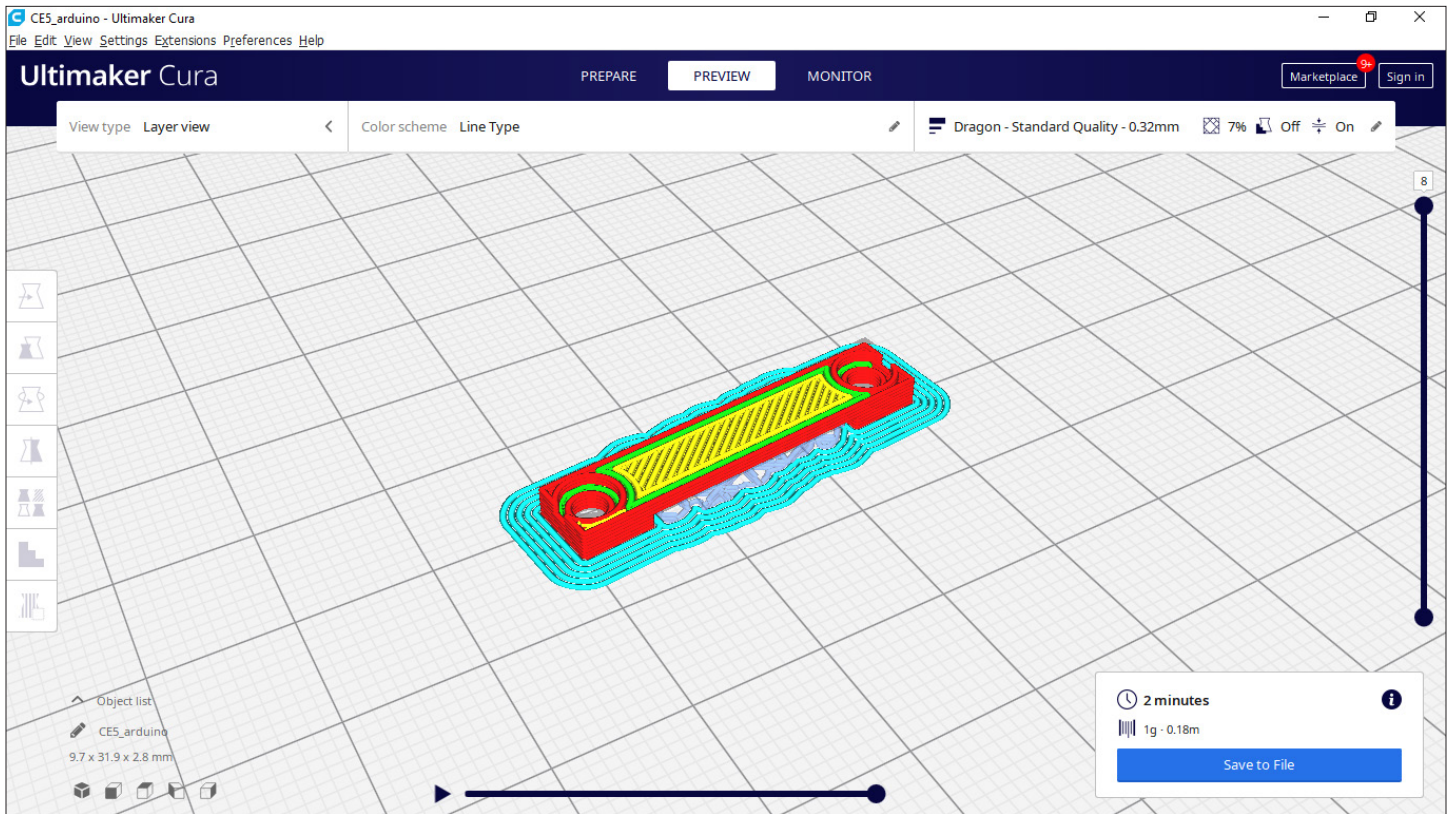
Print volume for this project will need to be 200mm x 200mm and 185mm tall.

About 800 grams of filament will be used.

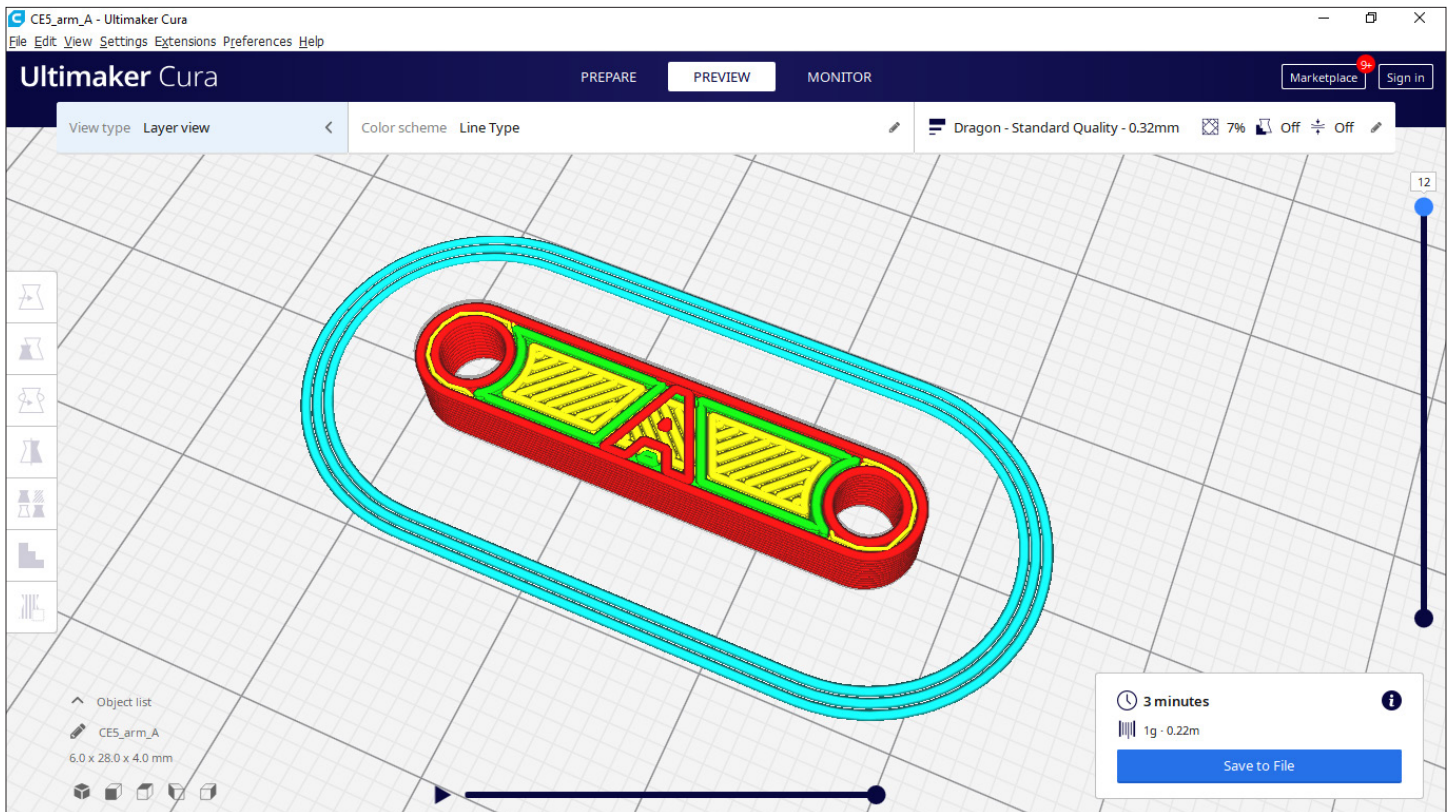
Overall print time will be about 43 hours.

STL file	Count	Mirror
arduino	1	No
arm_A	6	No
arm_B	2	No
battery	1	No
brow_center	1	No
brow_center_mount	1	No
brow_main	2	Yes
brow_side	2	Yes
cheek	2	Yes
chin	1	No
dome01	1	No
dome02	1	No
dome03	1	No
dome04	1	No
eye	2	Yes
jaw	1	No
mouth	1	No
nose_center	1	No
nose_side	2	Yes
servoArm_A	6	No
servoArm_B	2	No
servoArm_Main	2	Yes
wire_back	2	Yes
wire_brow	1	No
wire_cheek	2	Yes
wire_main	1	No
wire_nose	1	No
arm_Main	2	Yes

# arduino

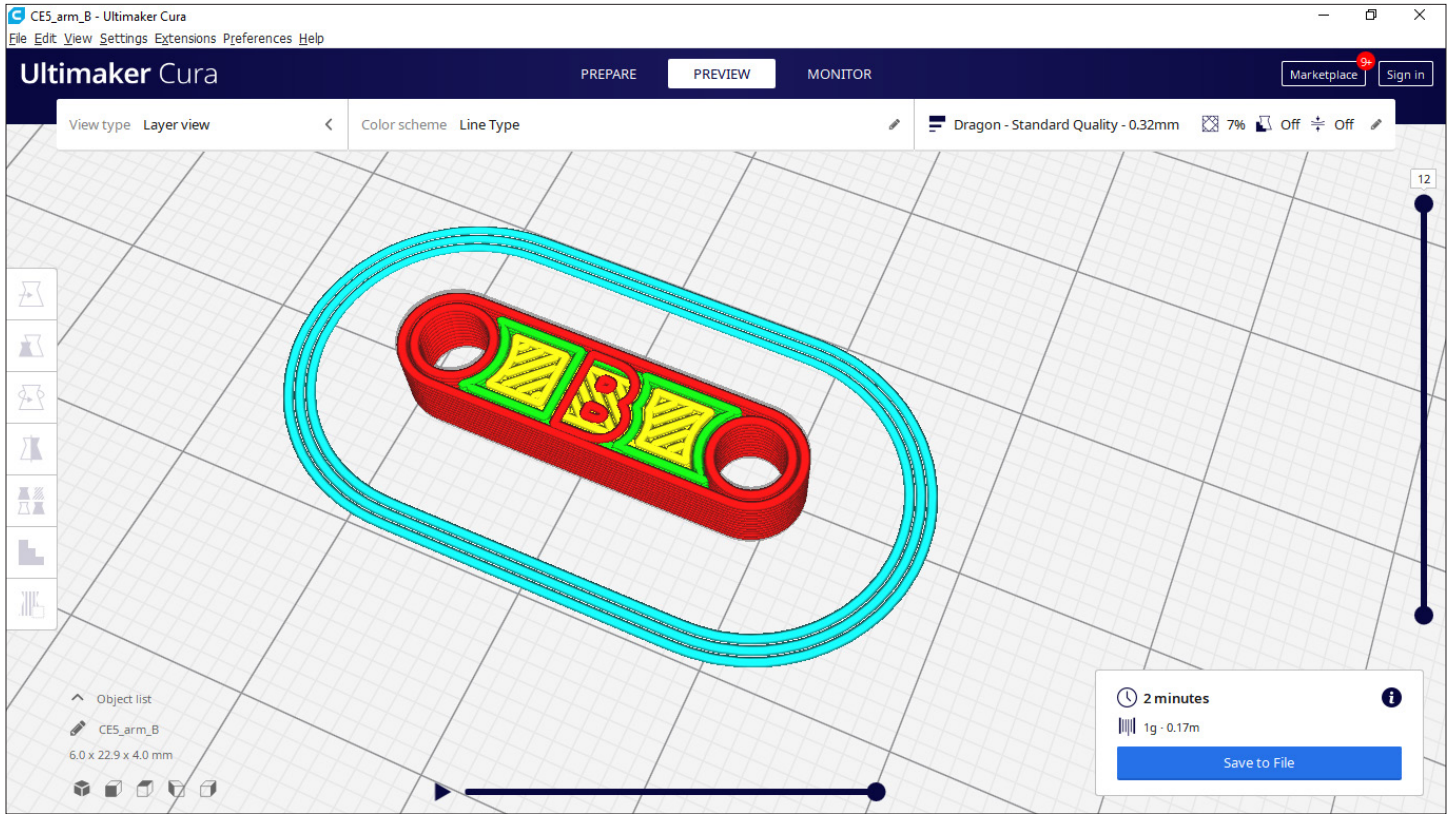


# arm\_A

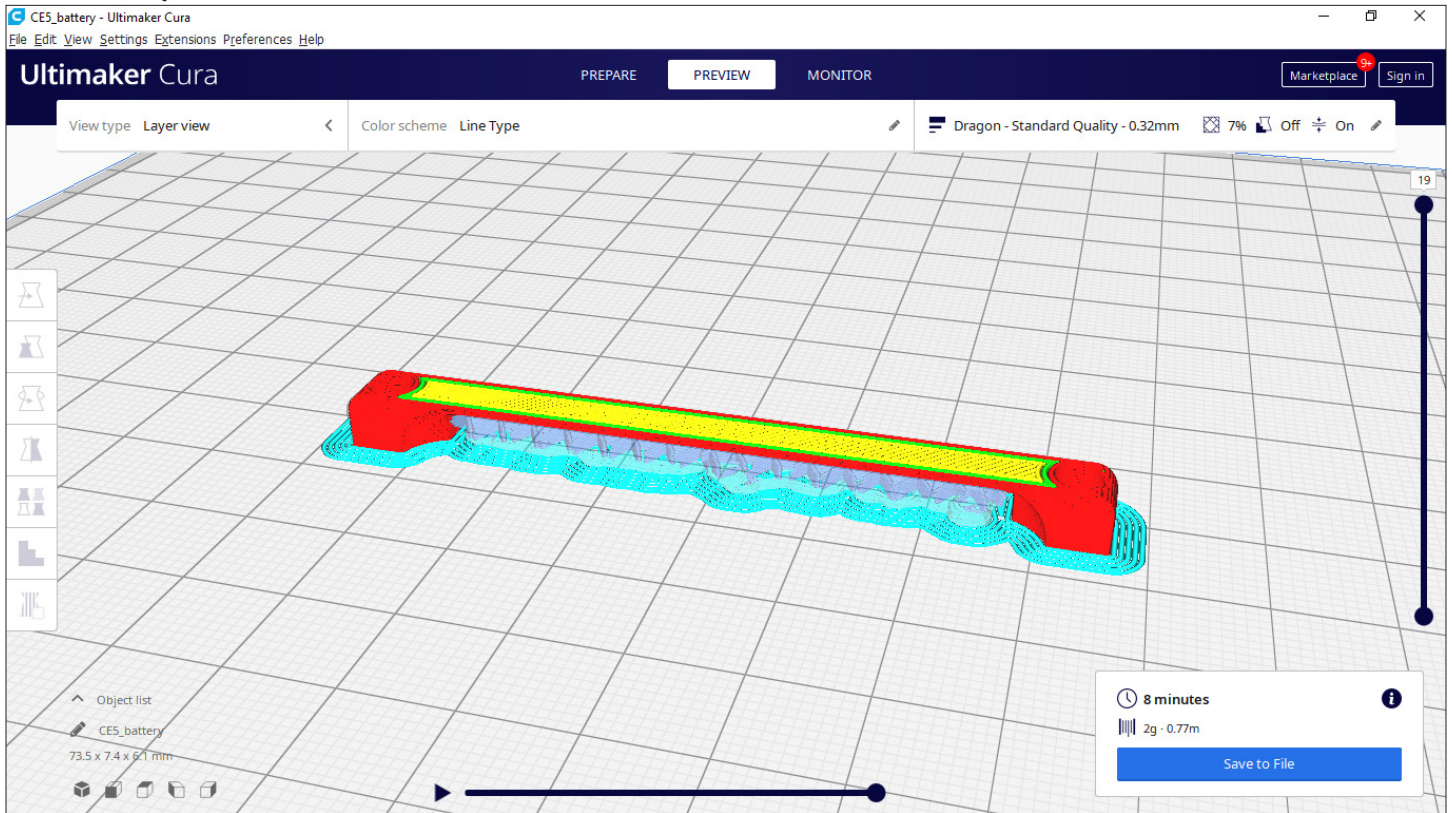




# arm\_B

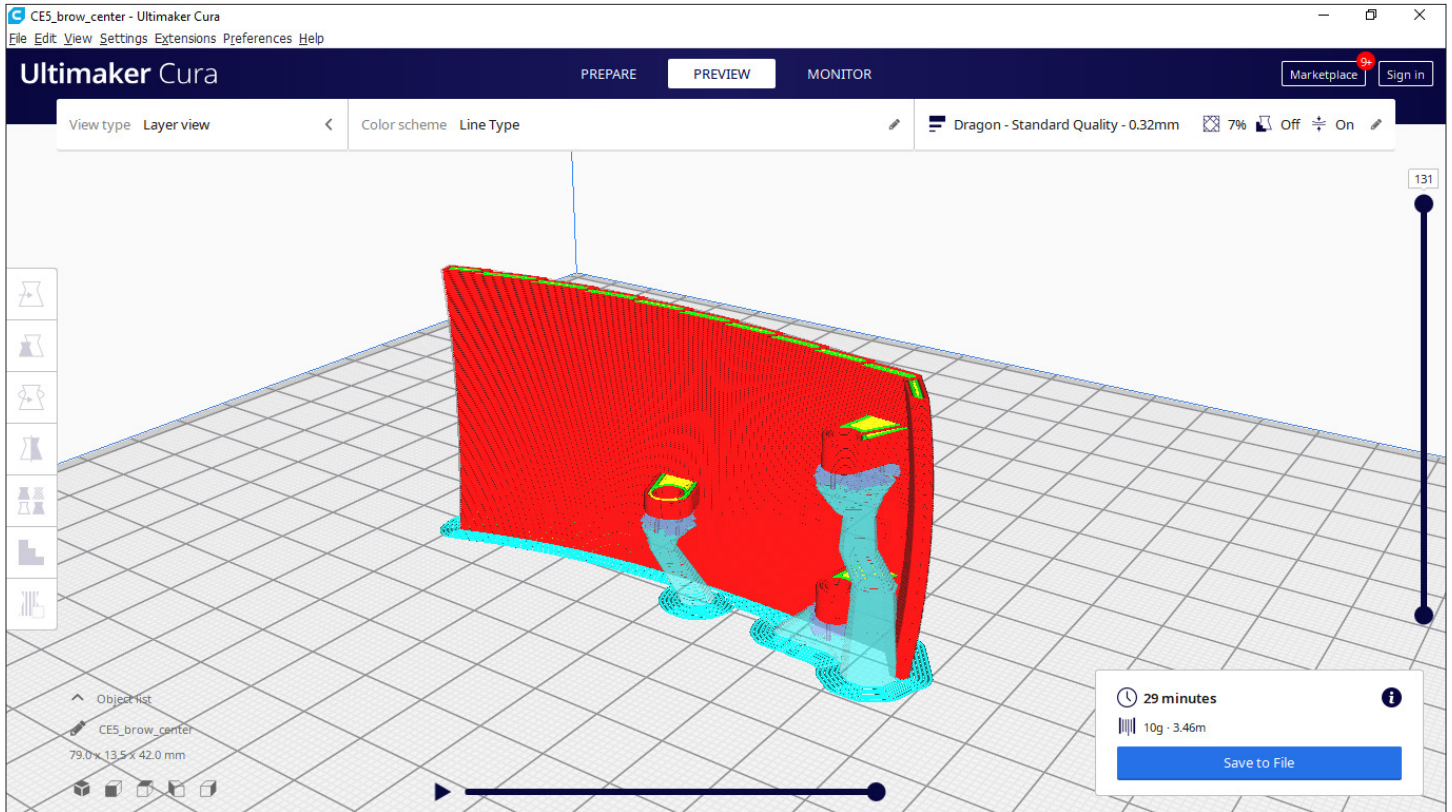


# battery

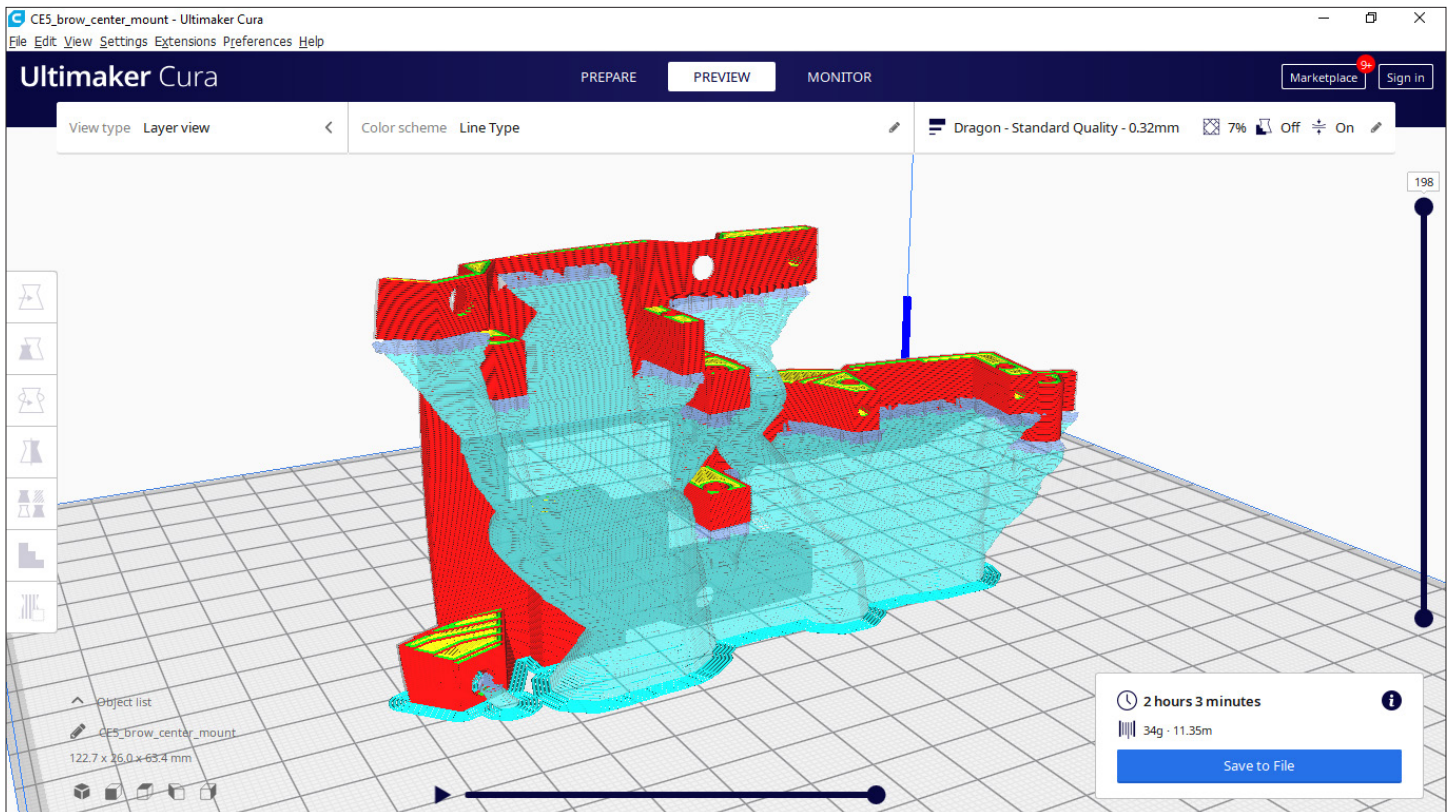




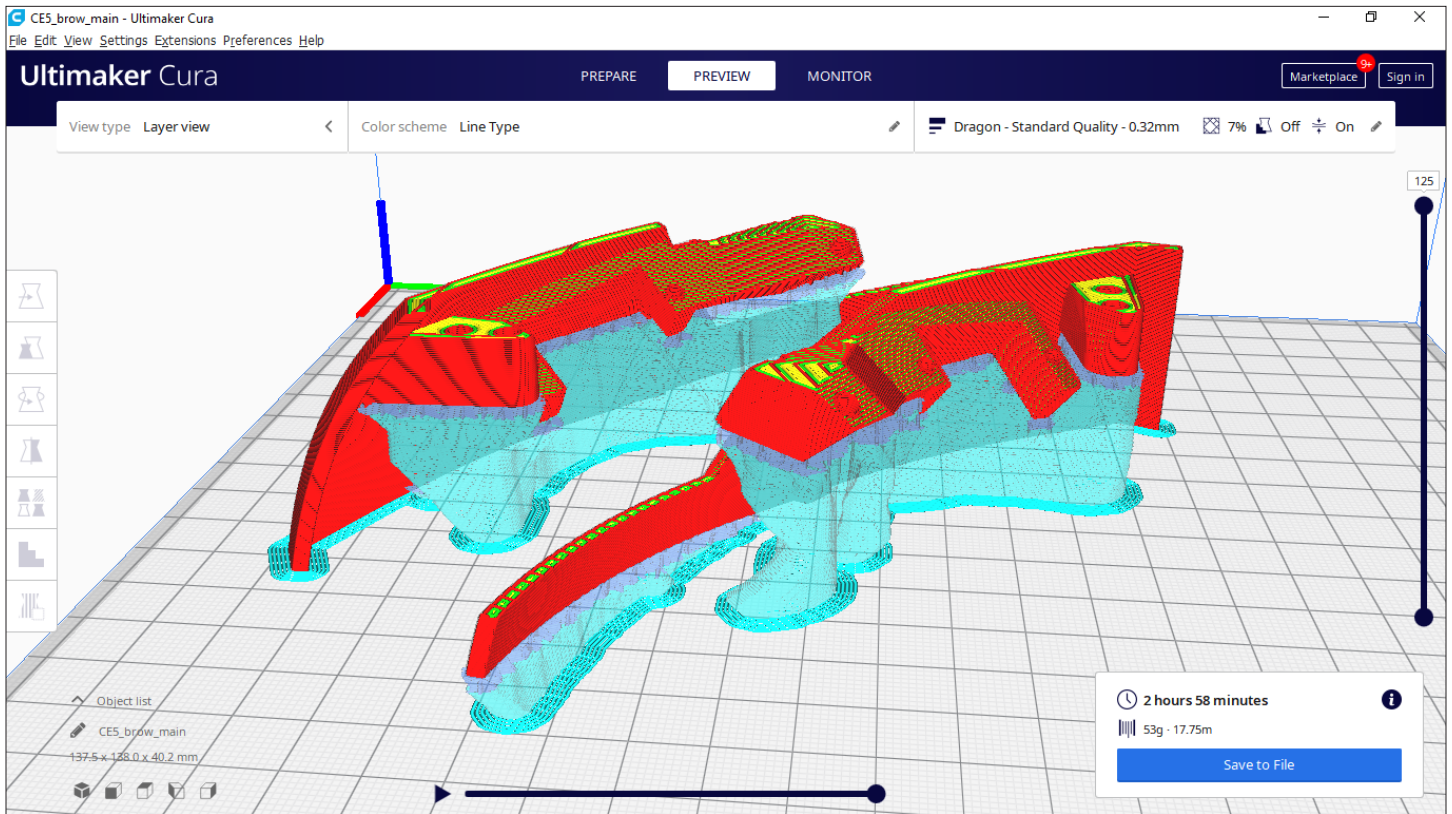
# brow\_center



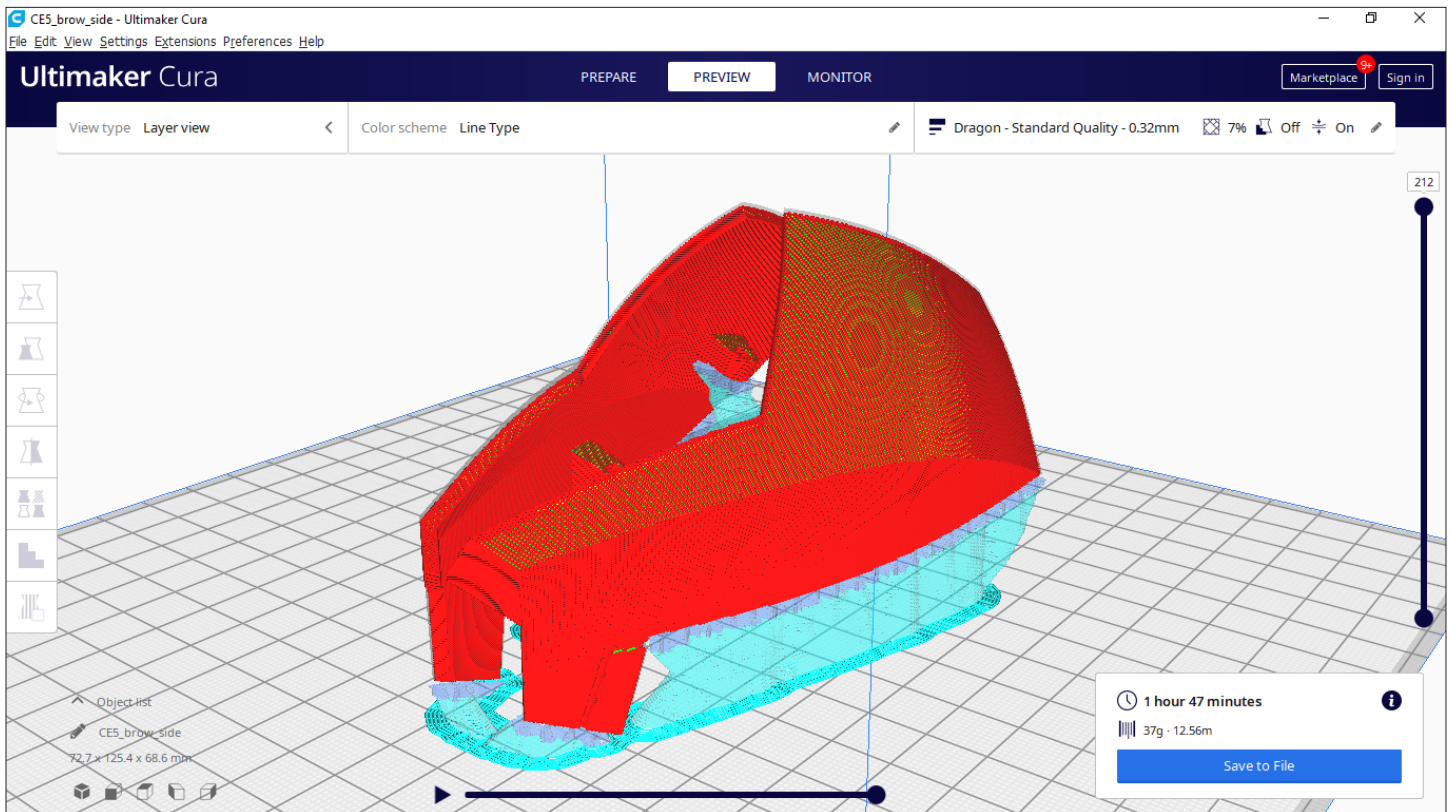
# brow\_center\_mount



# brow\_main

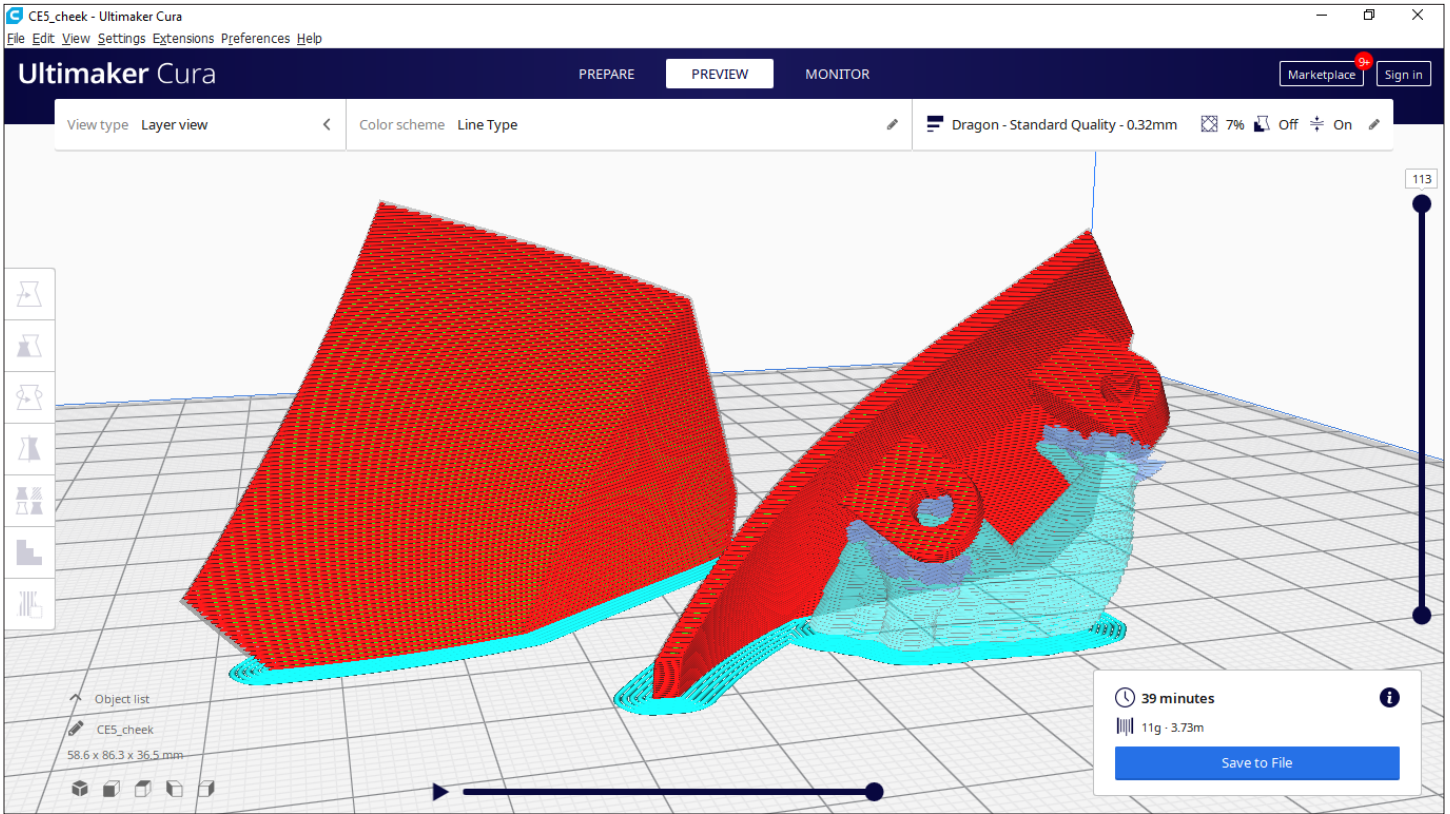


# brow\_side

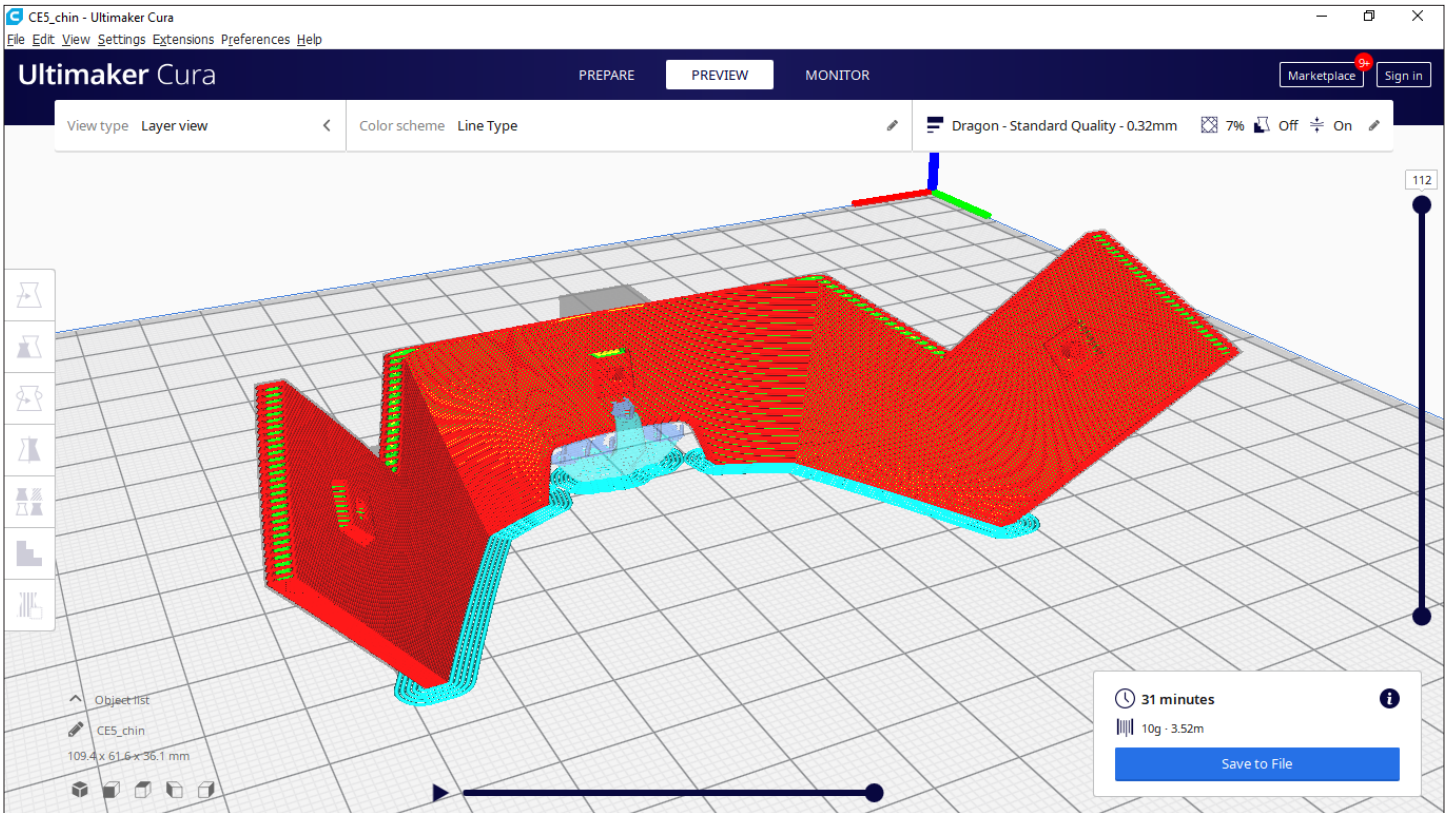




# cheek

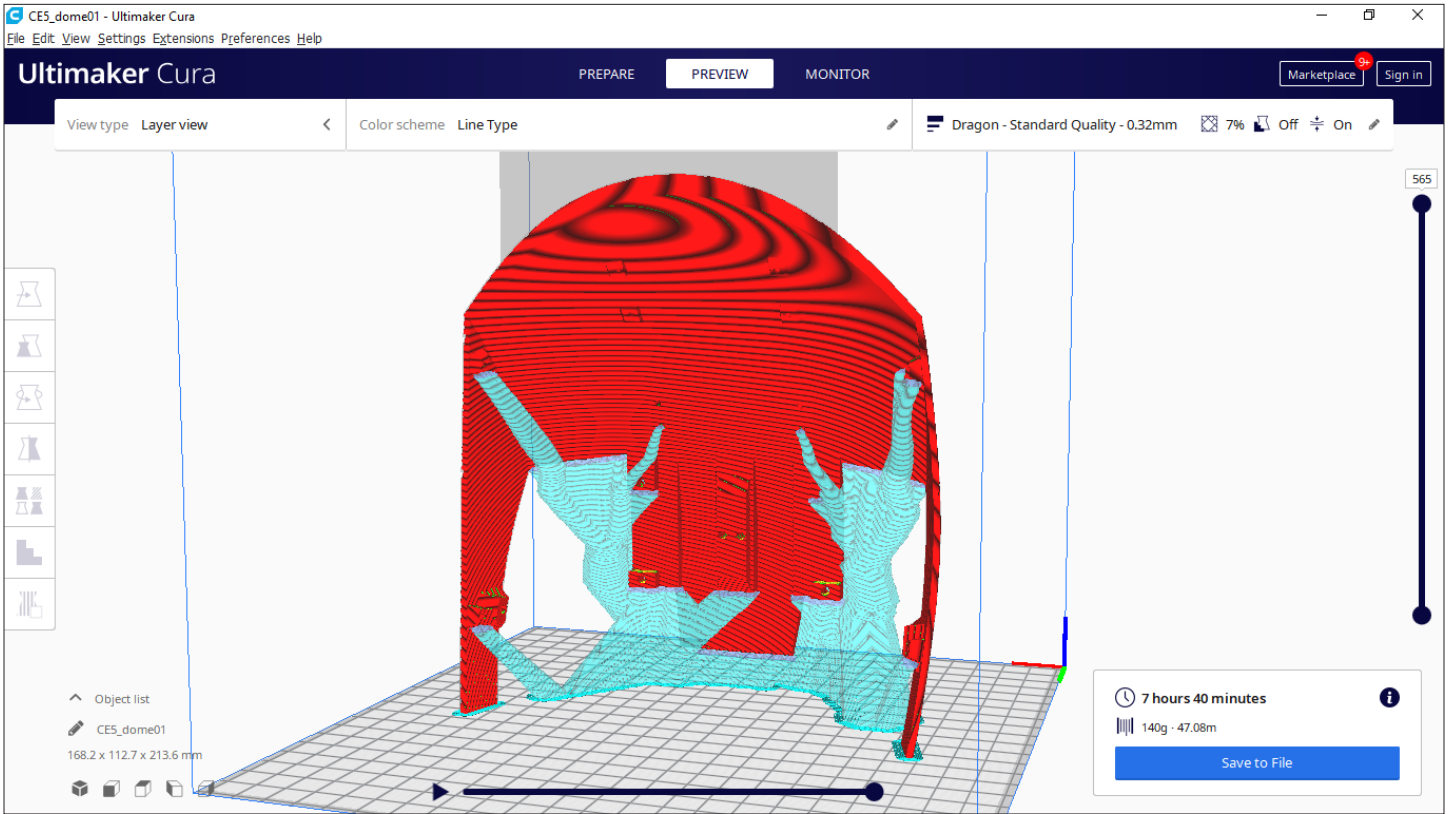


# chin

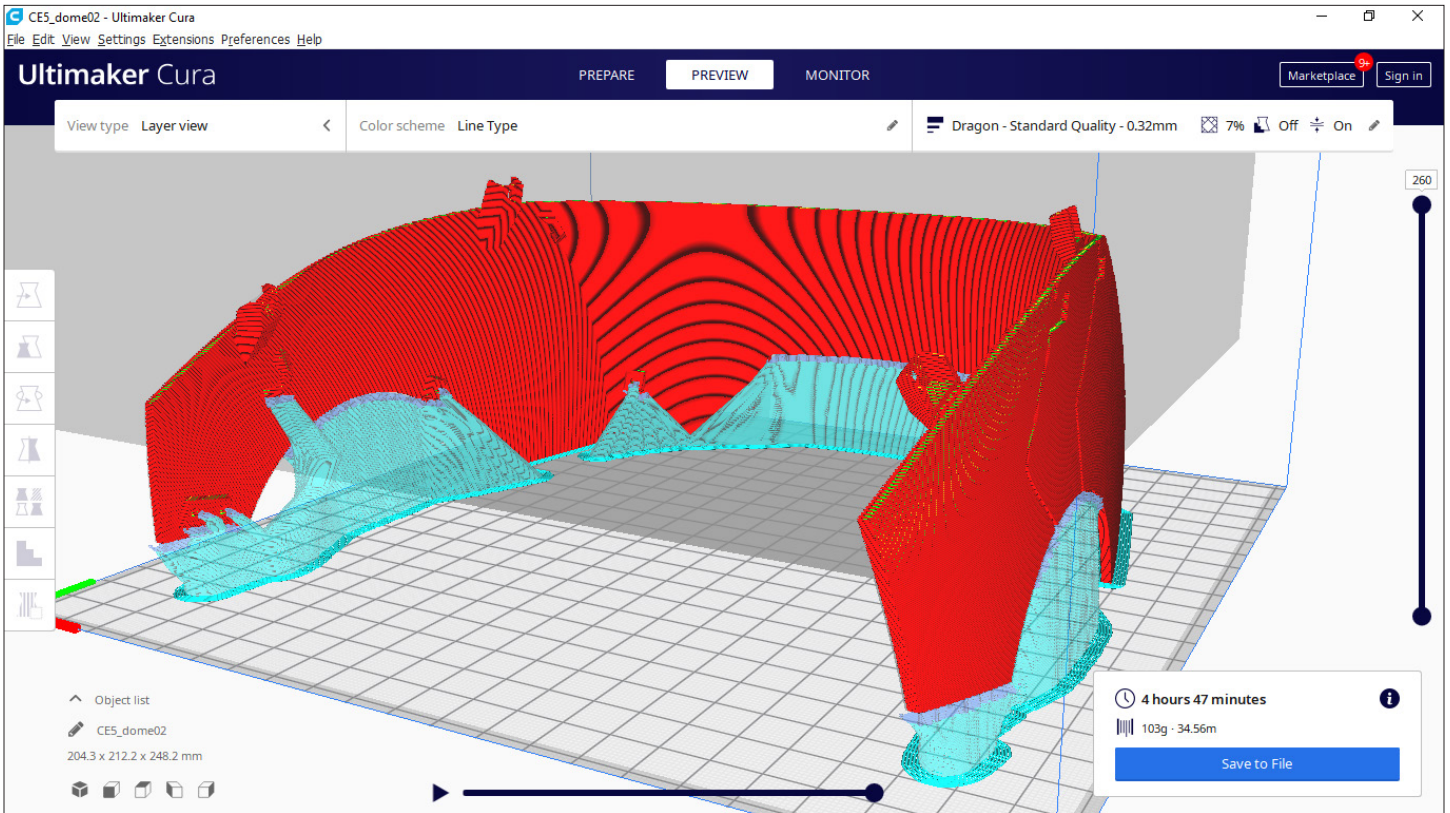




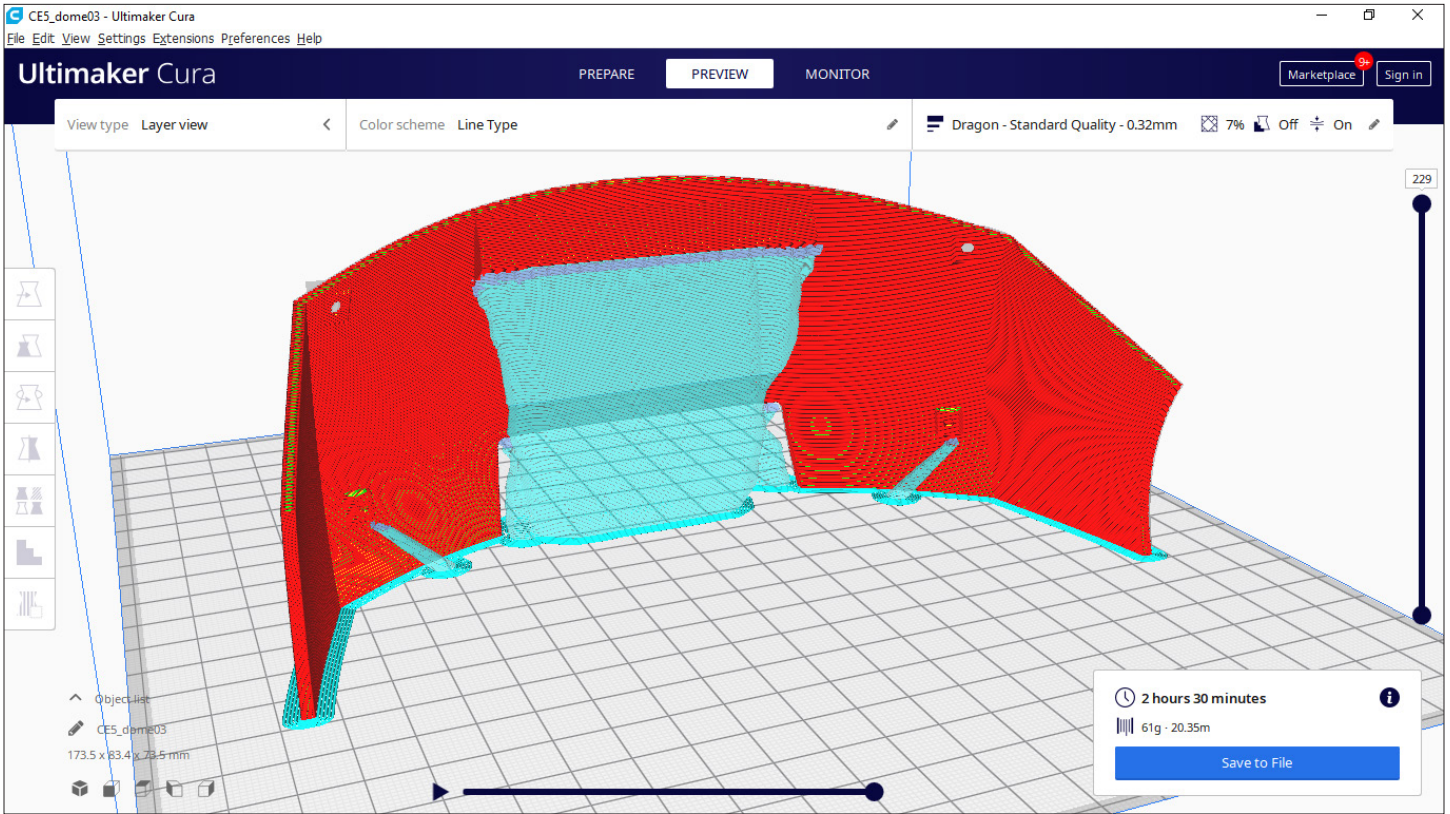
# dome01



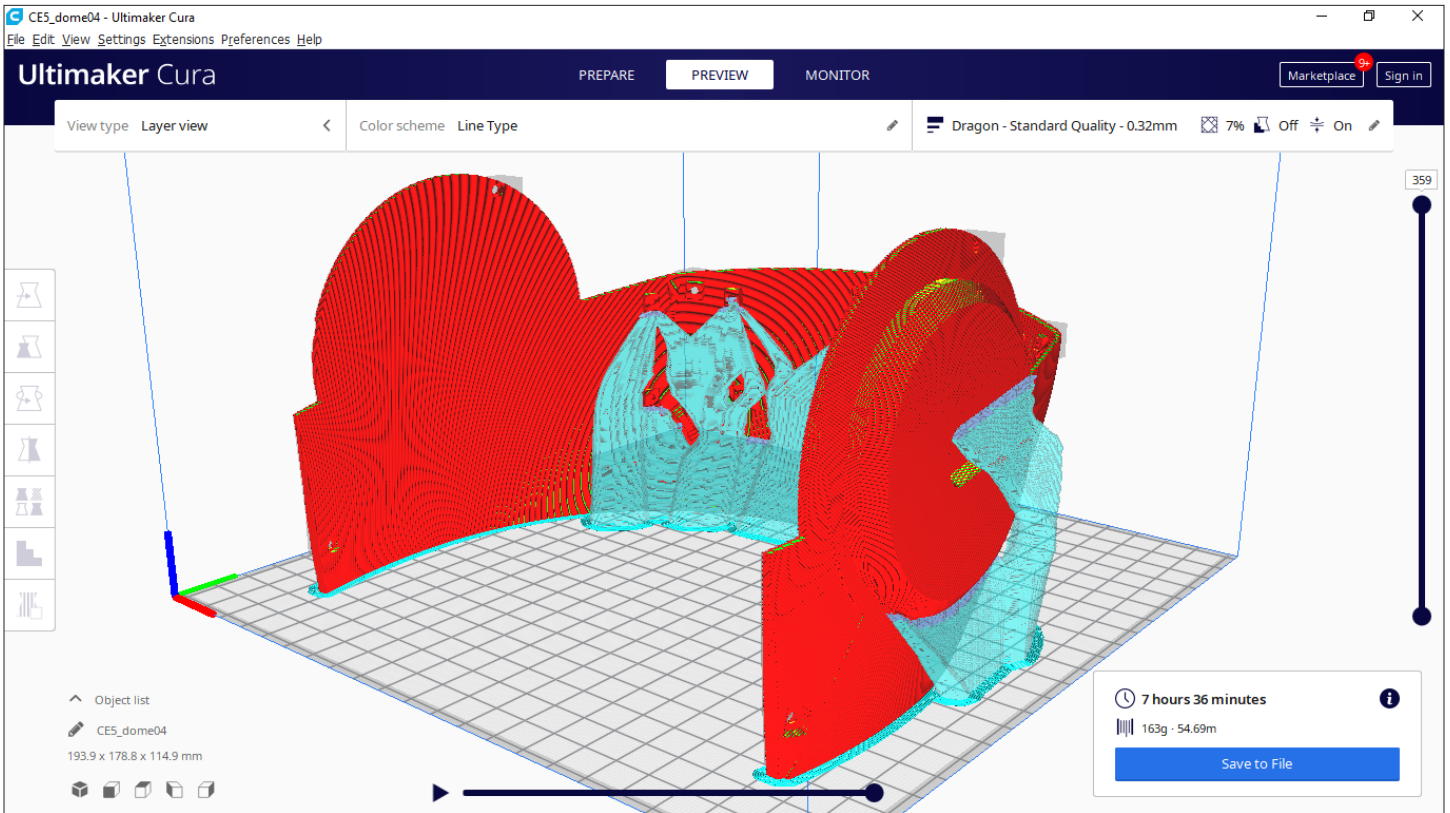
# dome02



# dome03

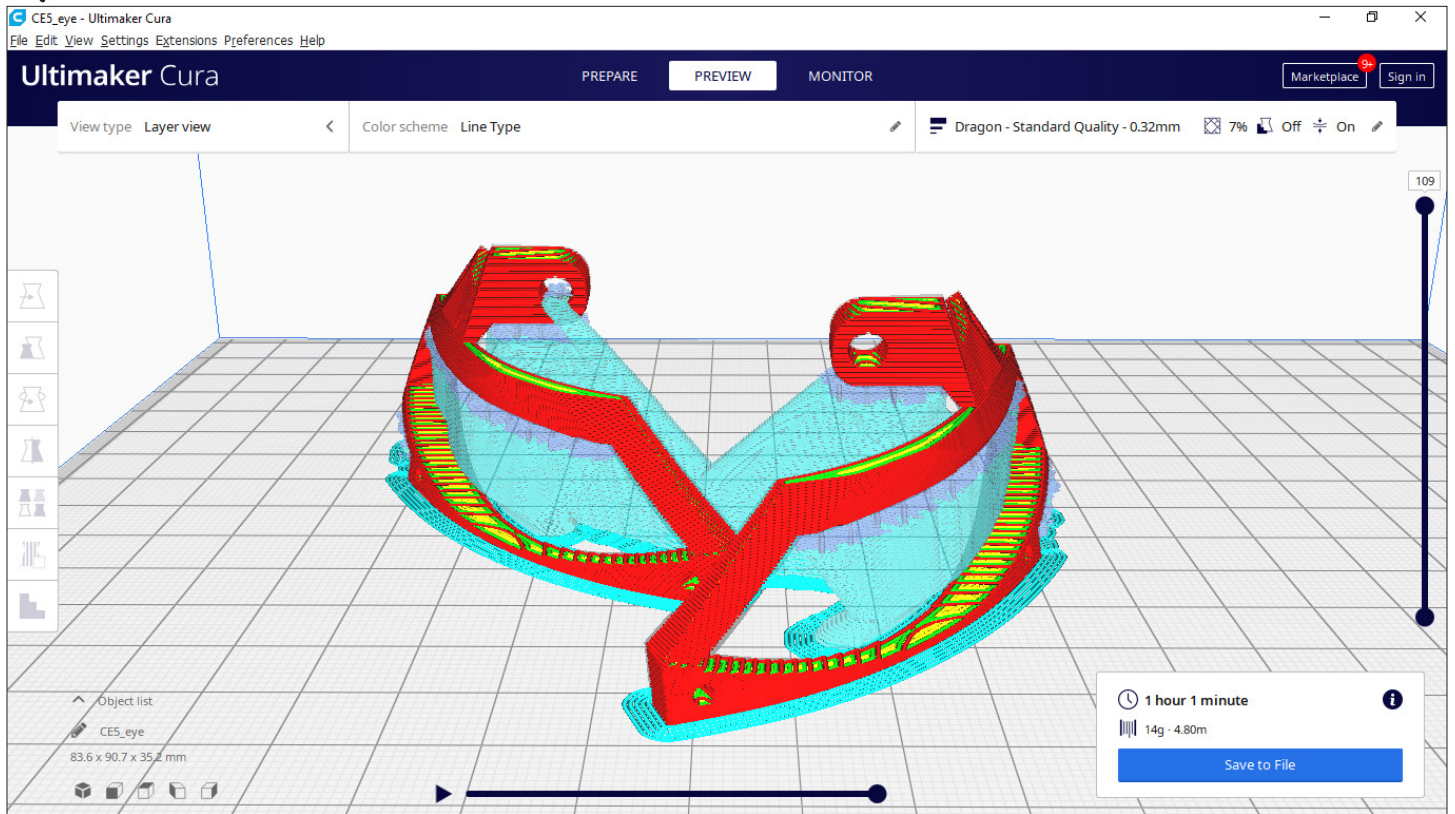


# dome04

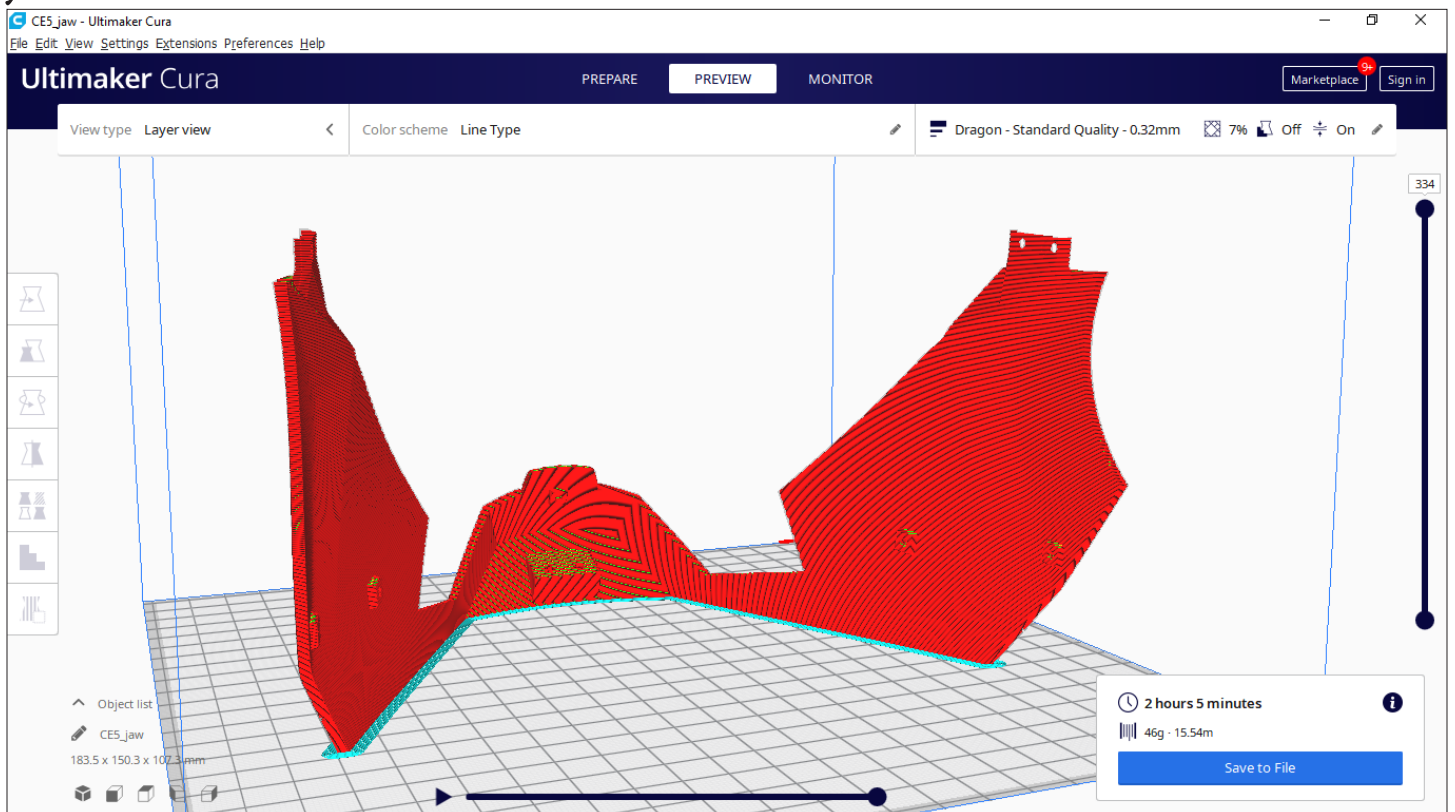




# eye

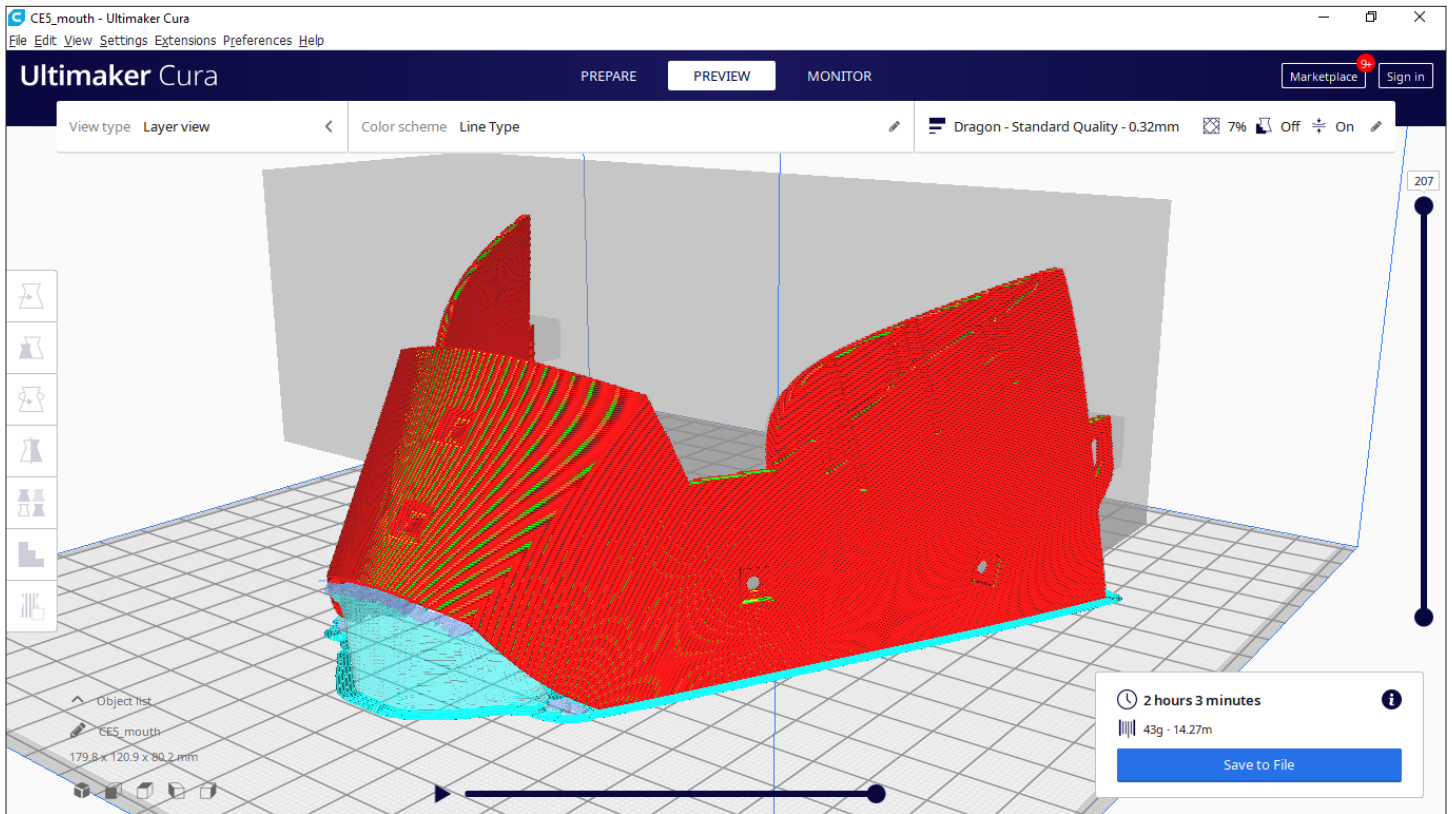


# jaw

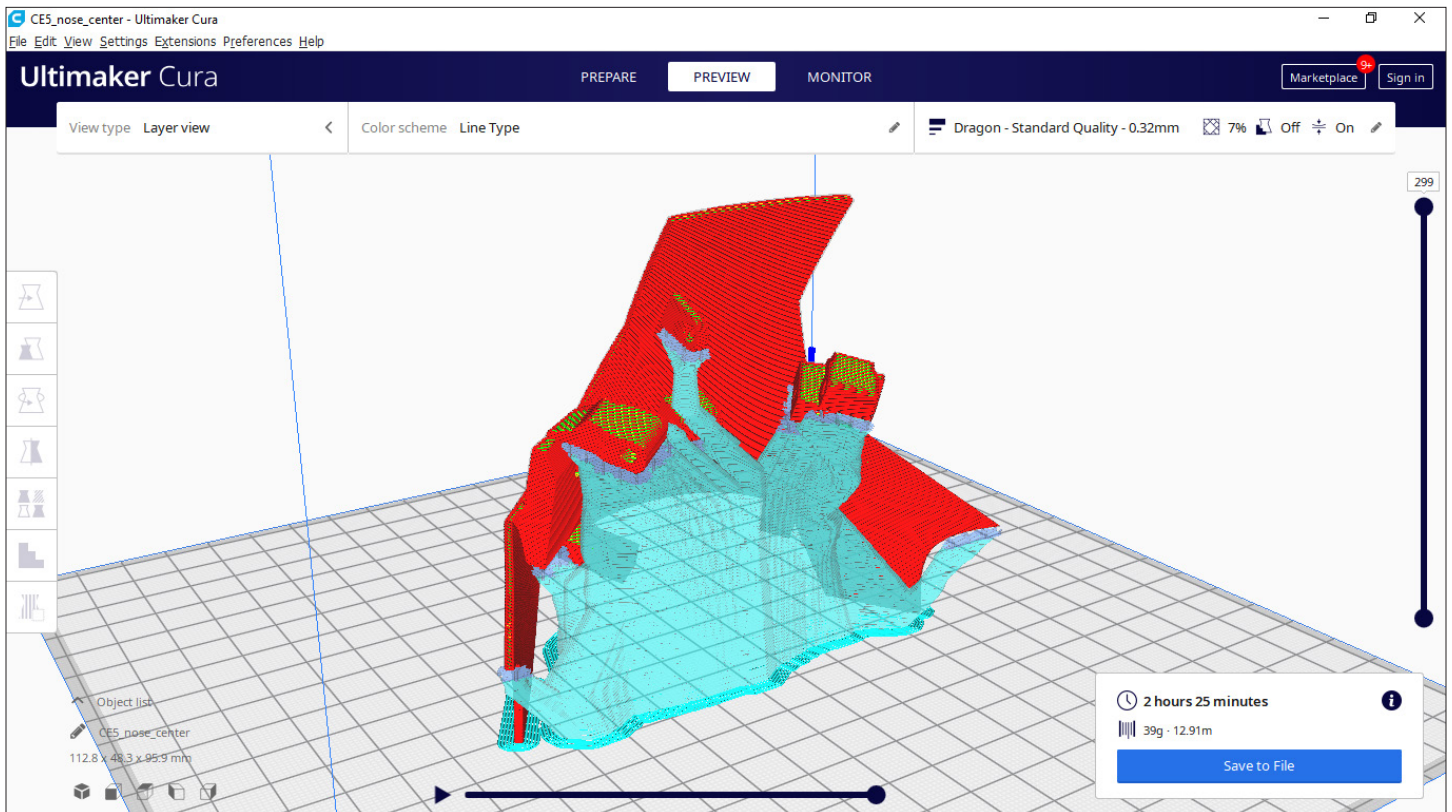




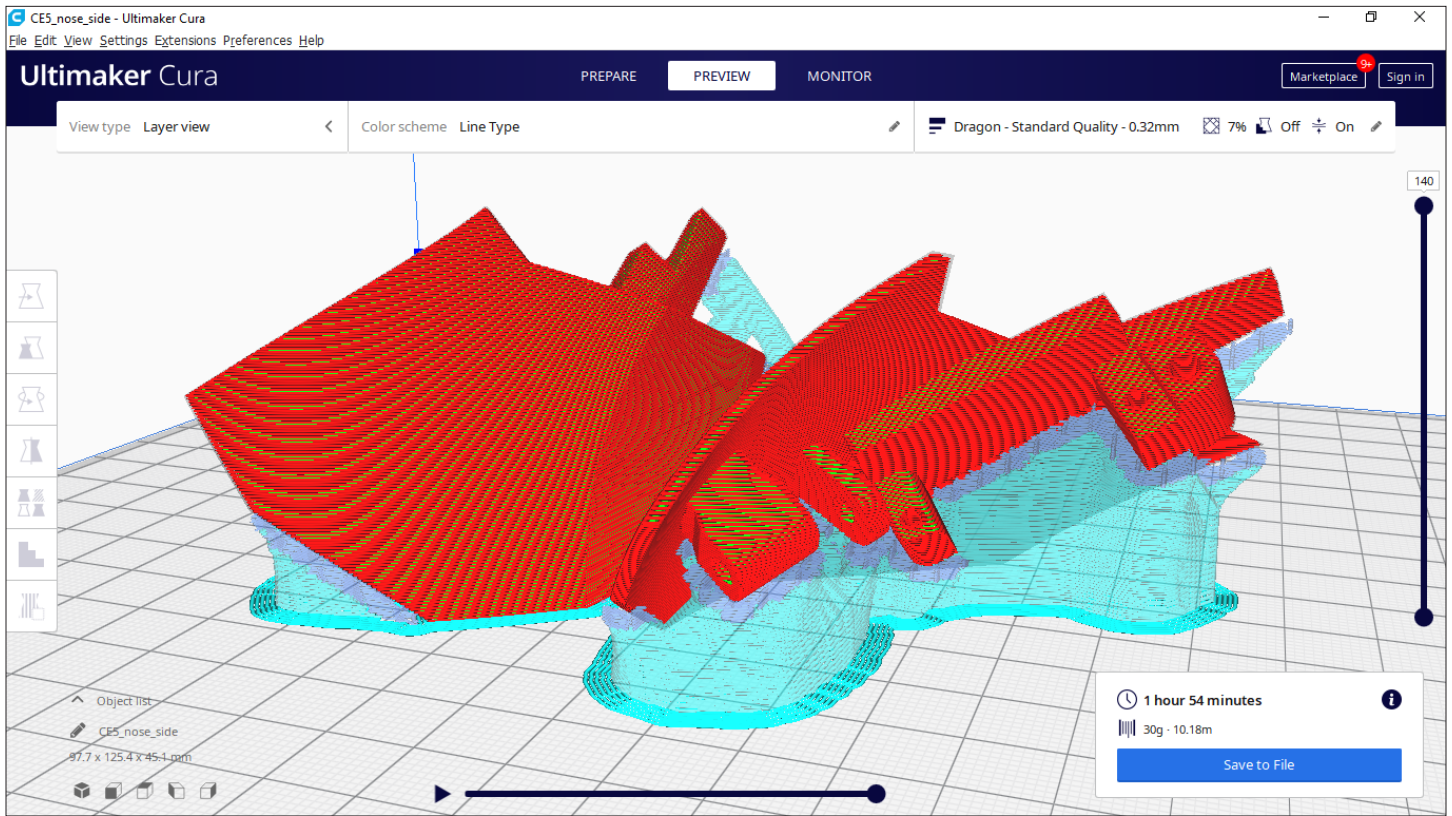
# mouth



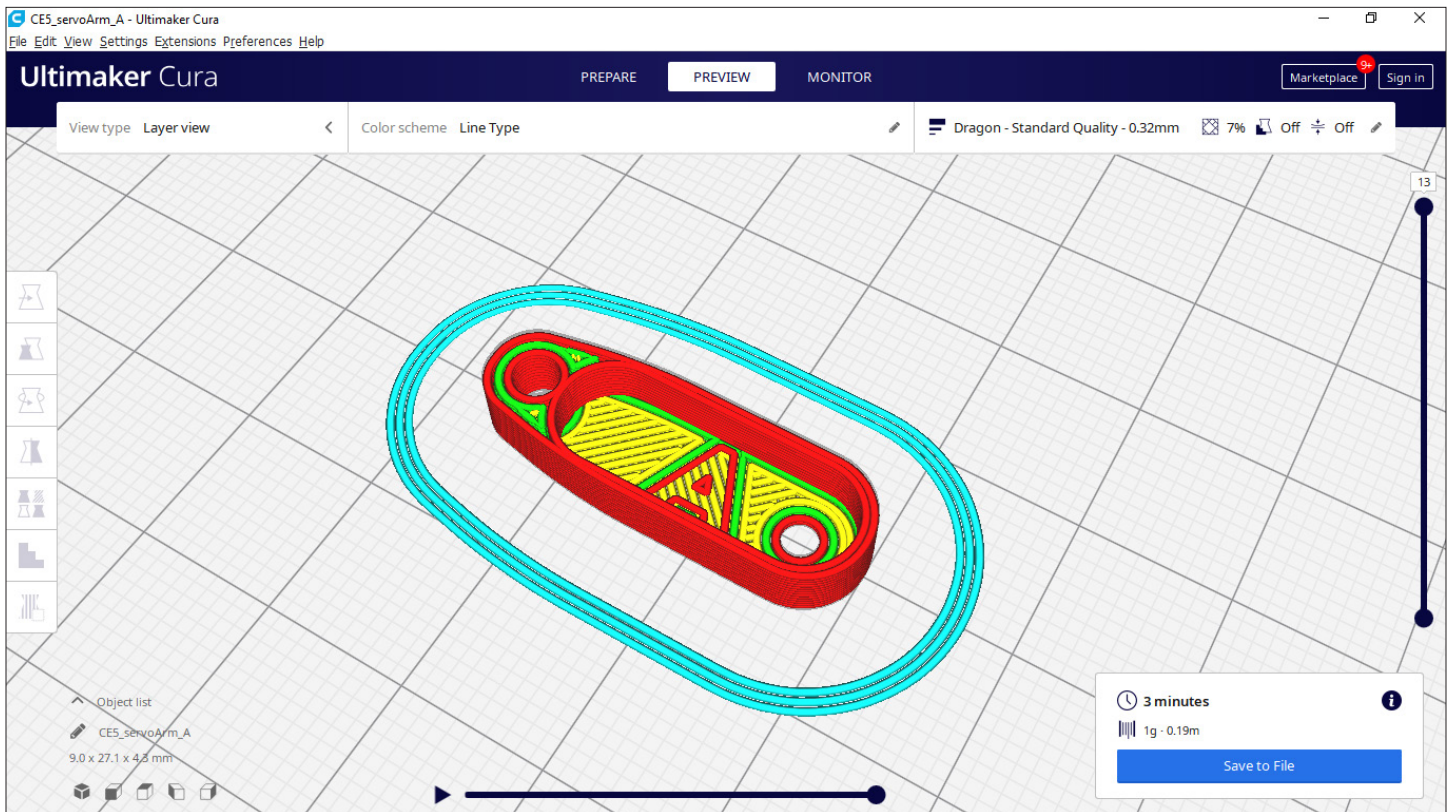
# nose\_center



# nose\_side

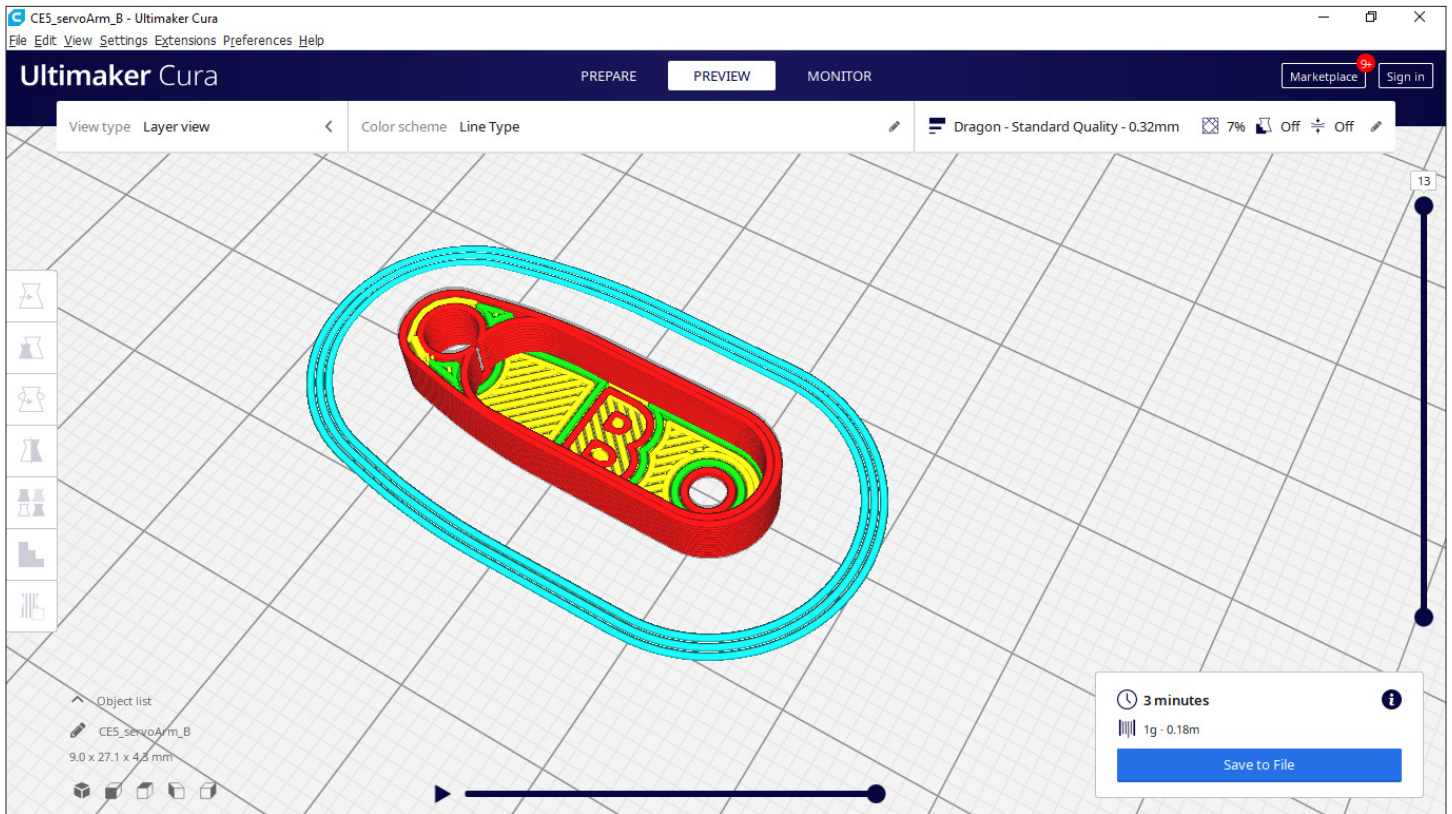


# servoArm\_A

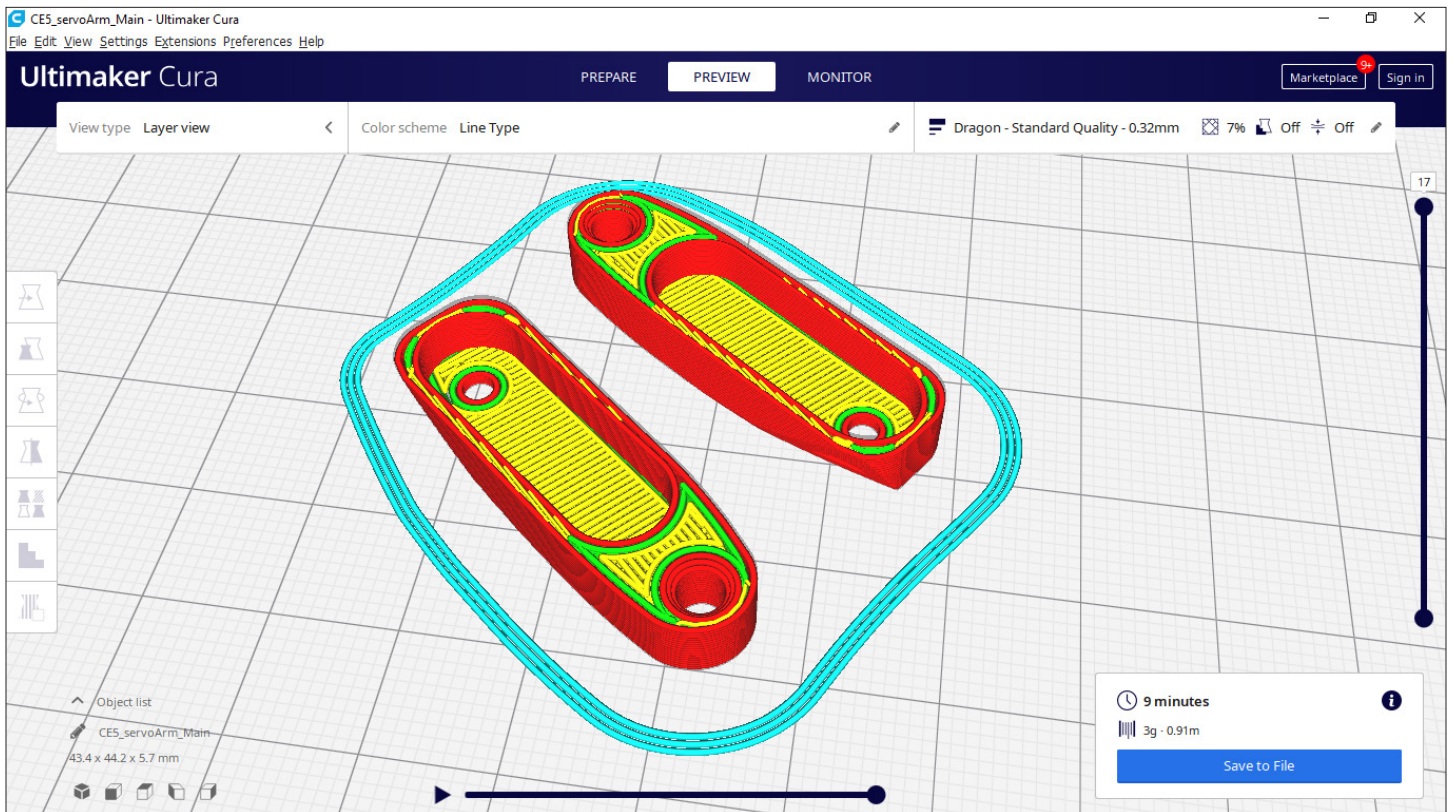




# servoArm\_B

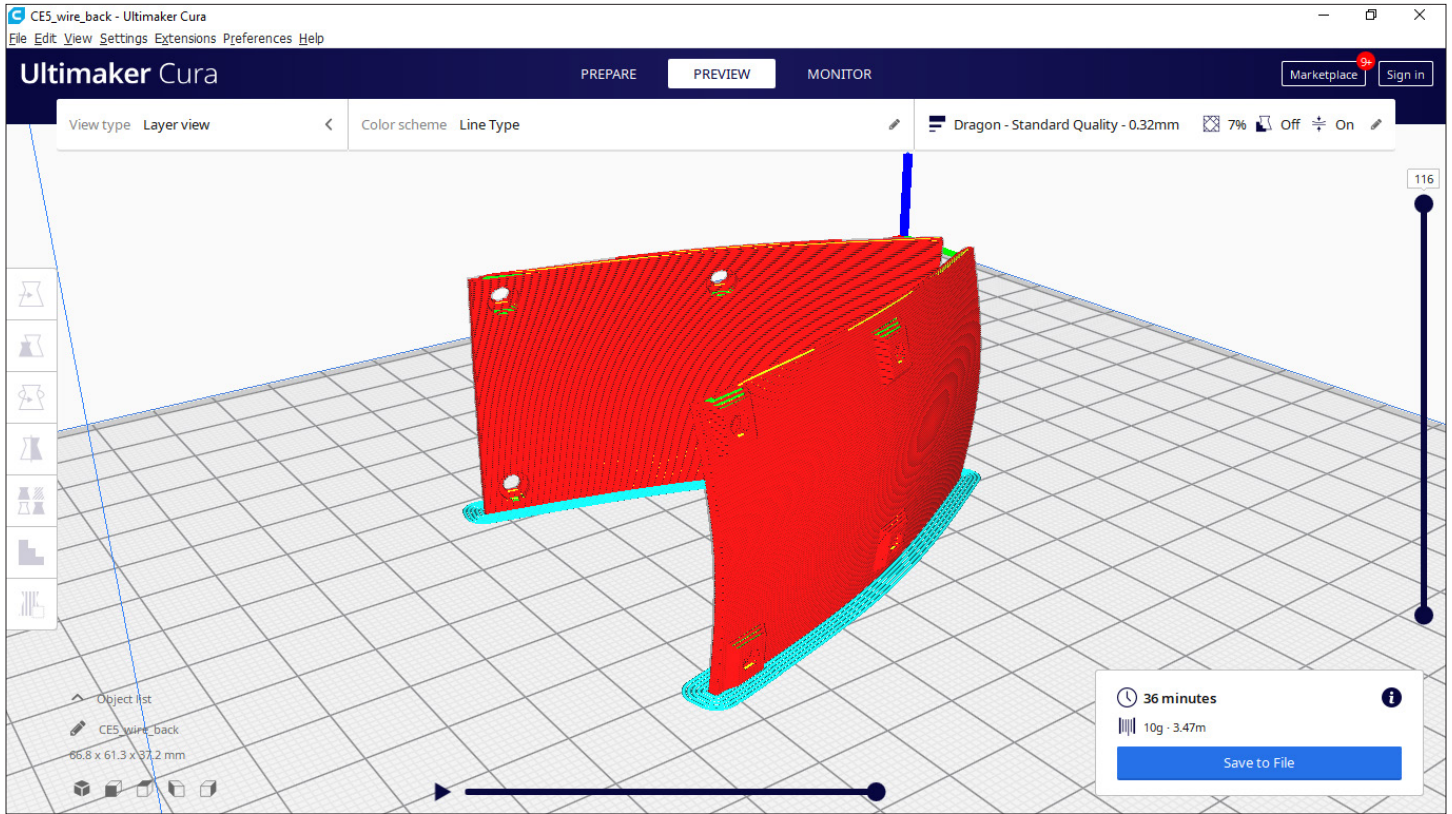


# servoArm\_main

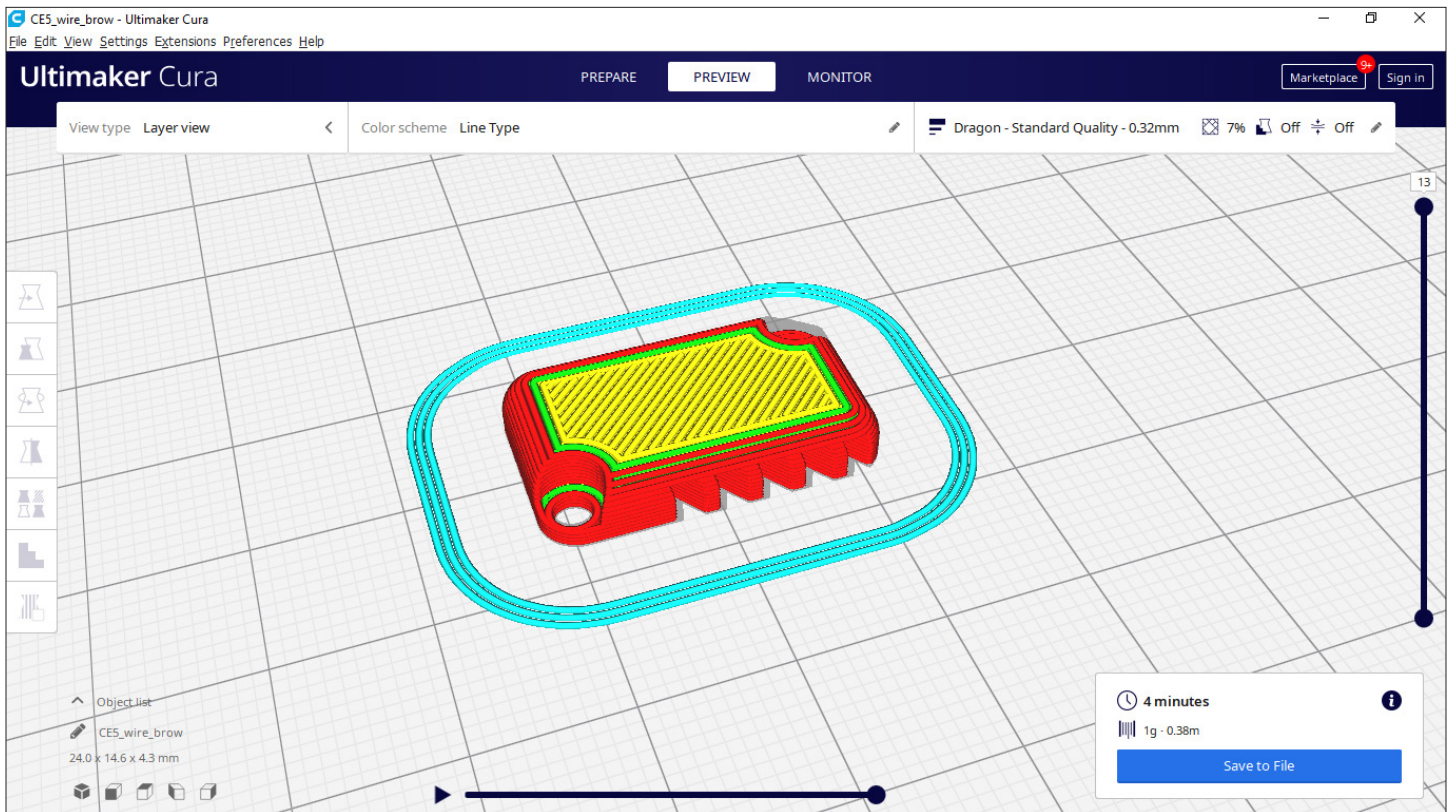




# wire\_back

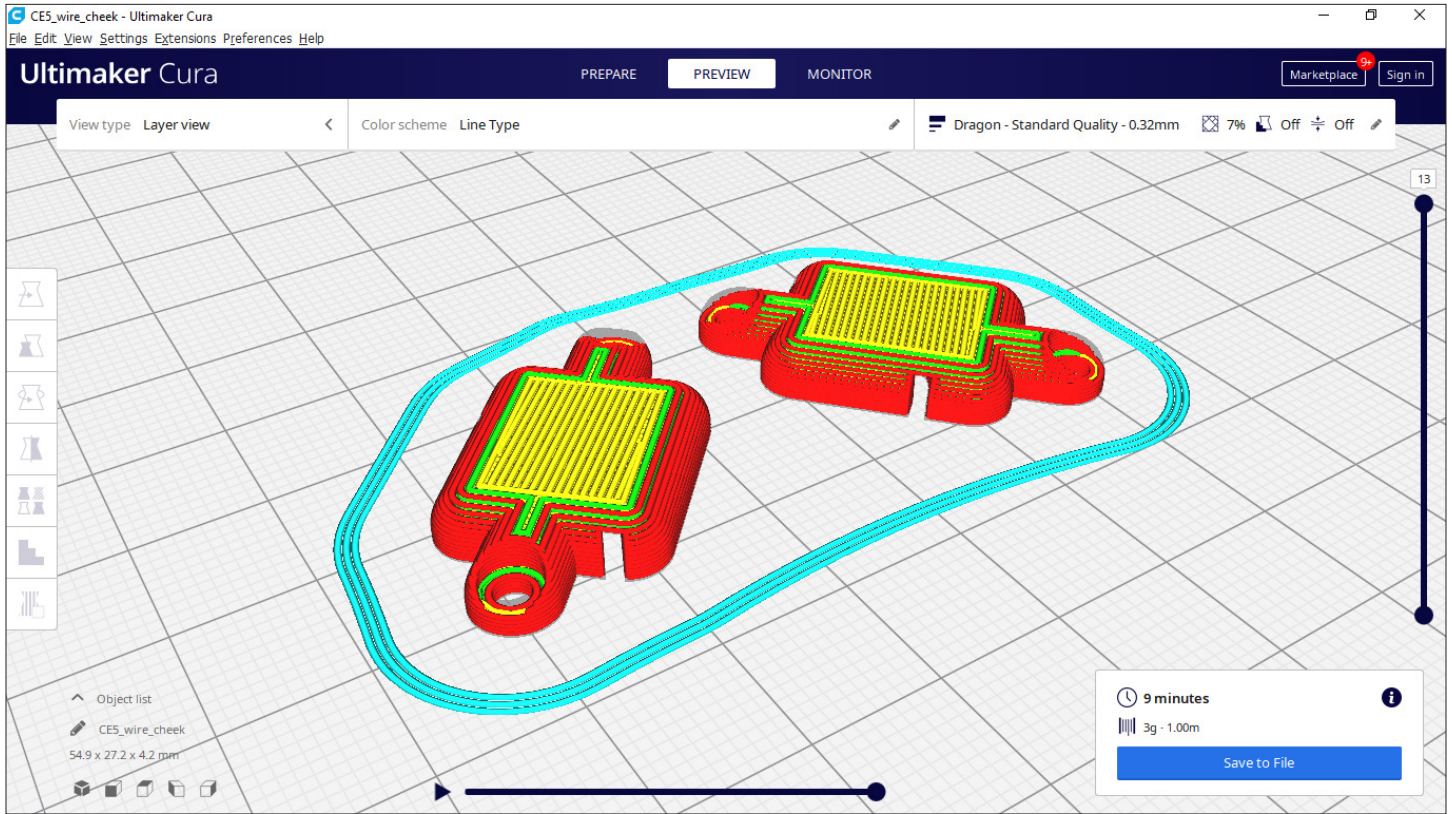


# wire\_brow

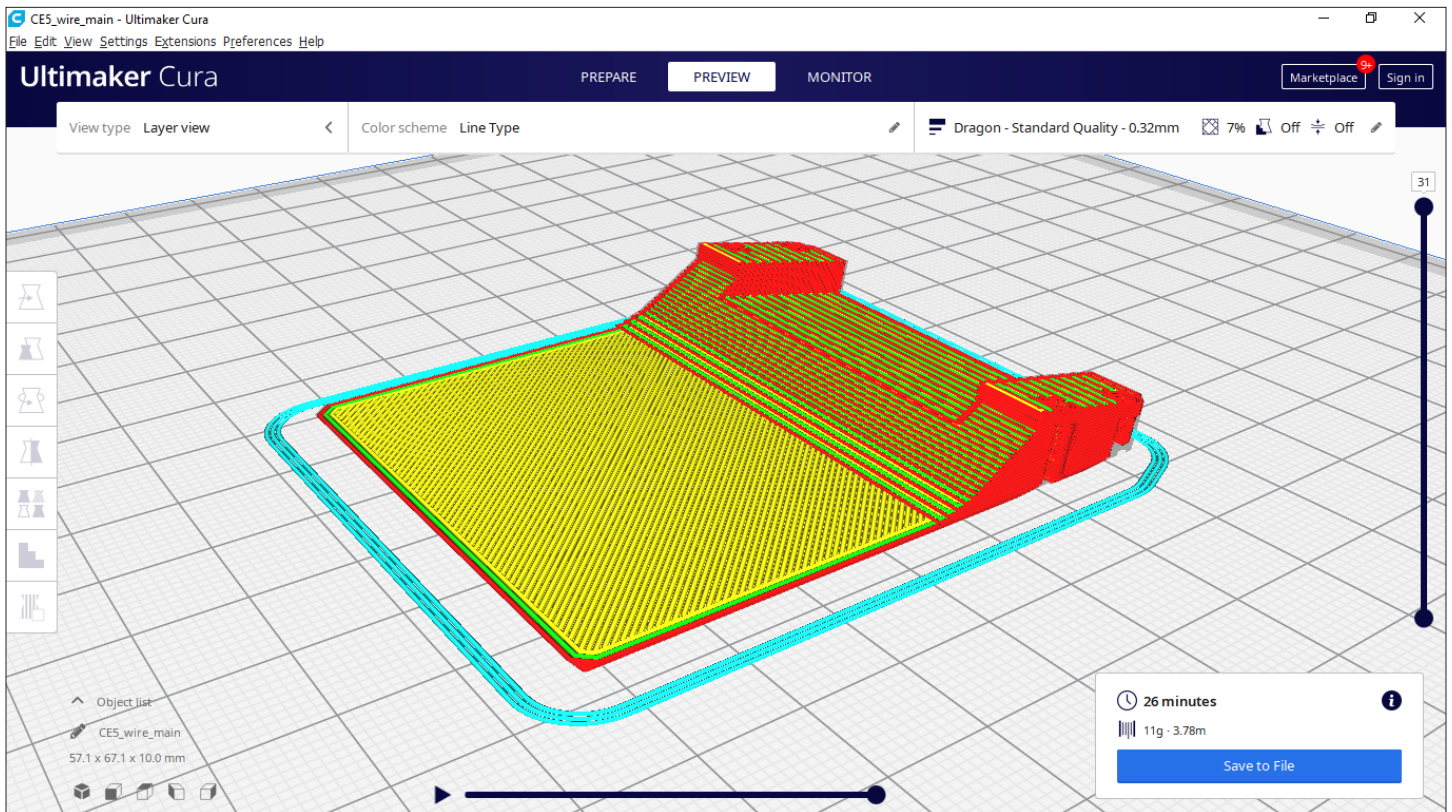




# wire\_cheek

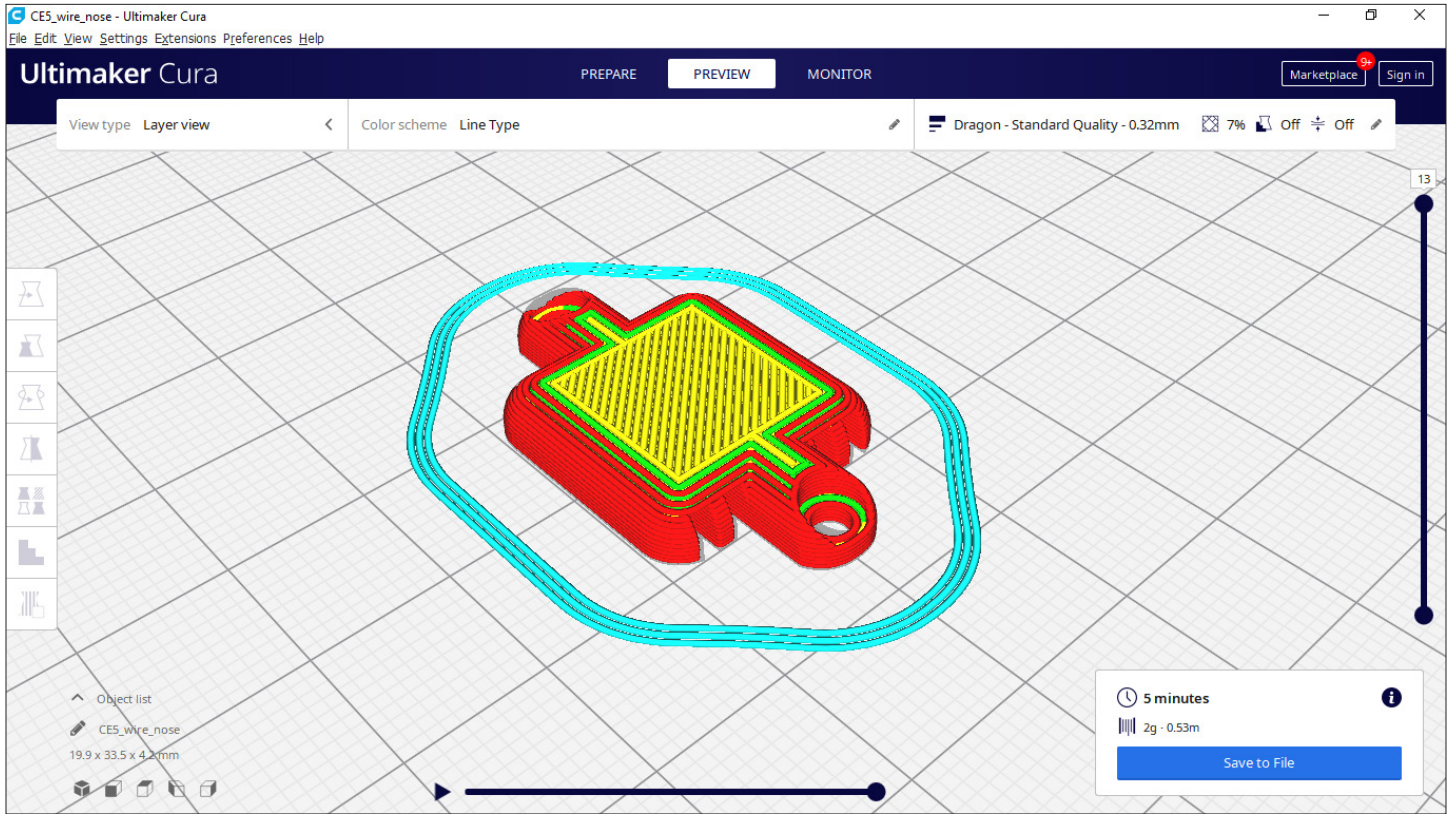


# wire\_main





# wire\_nose



# arm\_Main

