

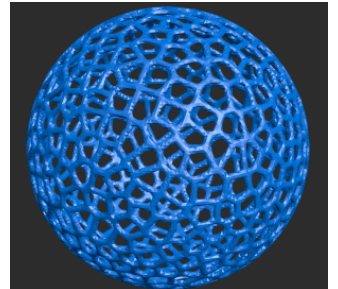
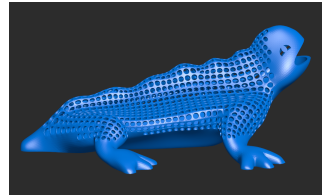
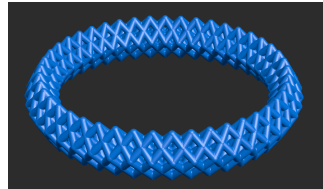
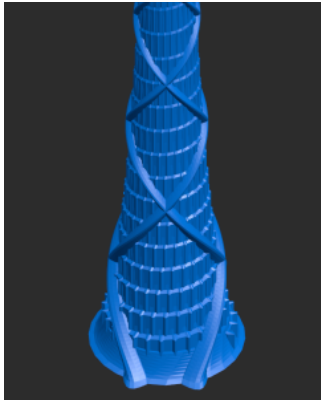
Selection of printable objects

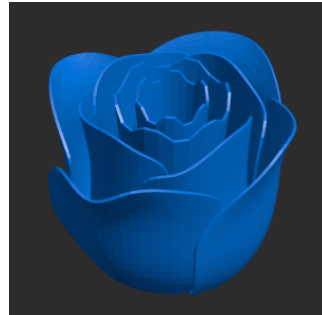
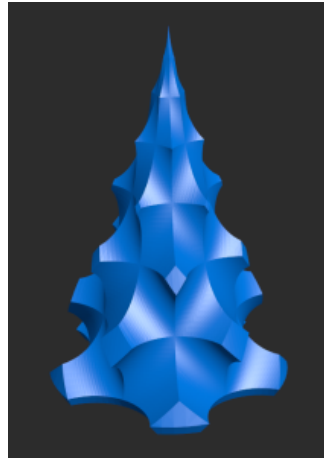
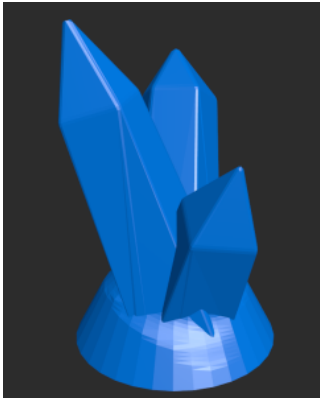
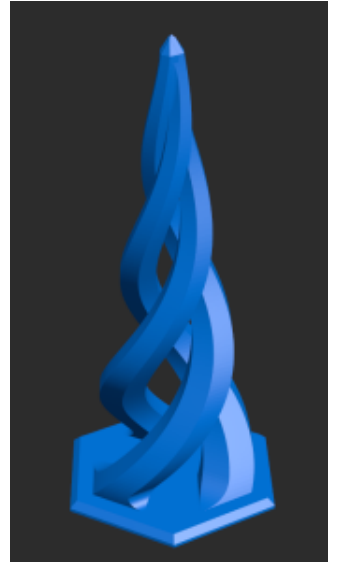
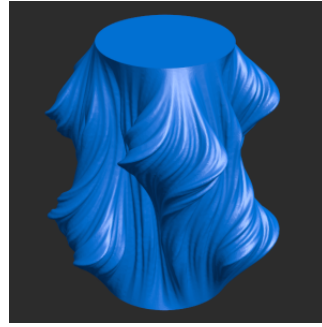
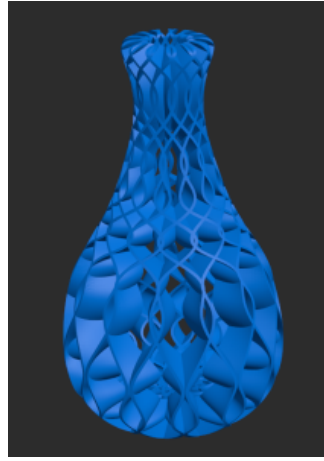
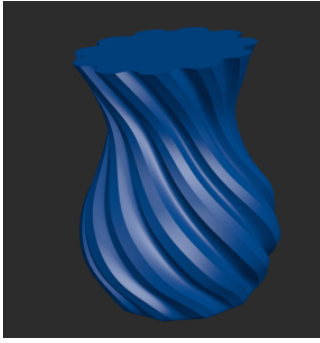
The following models should be possible to be generated well for Hangprinter use, that means:

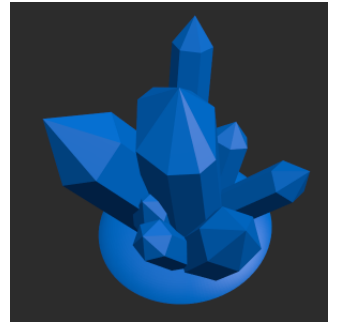
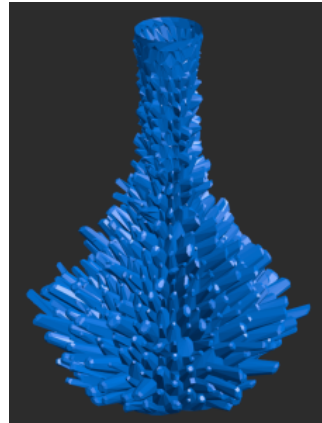
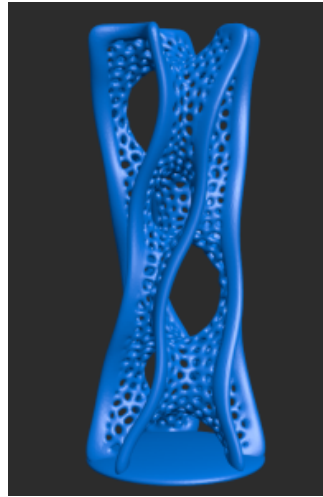
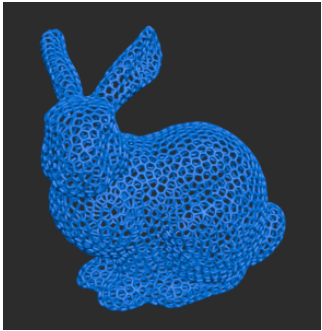
- less or no support material required (because it is more expensive and time intense)
- regular print or spiral vase mode

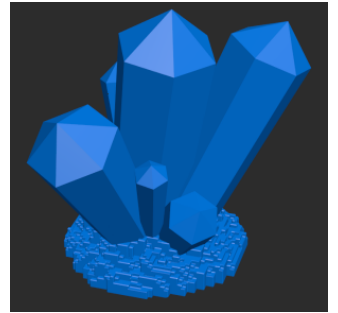
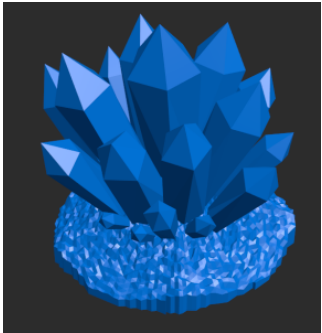
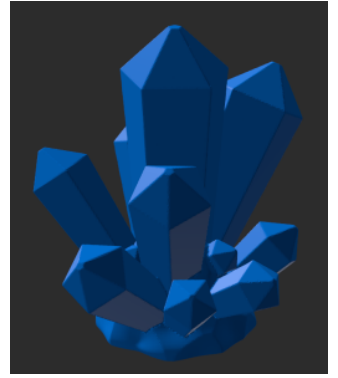
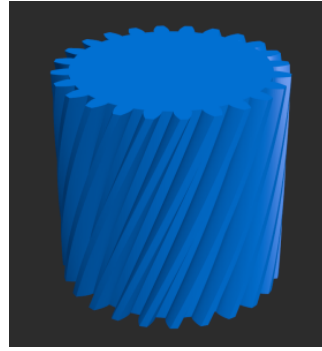
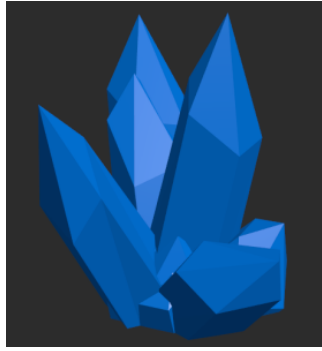
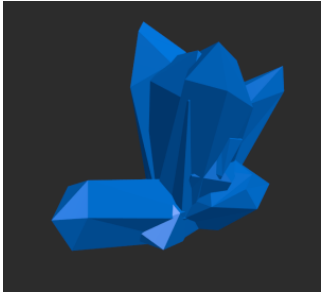
For some models to match those conditions we need to perform some unconstrained scaling (different scales in X, Y and Z) and sometimes we need to cutoff upper and lower segments from the part. This can be done with PrusaSlicer easily. Note that only some of them were tested out yet.

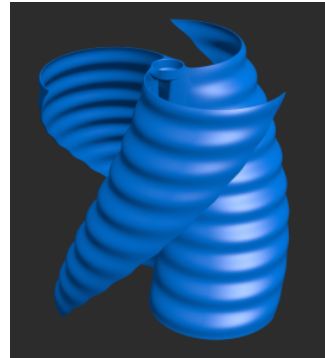
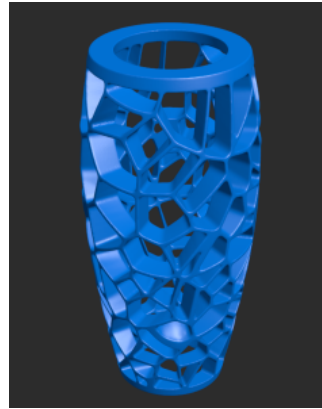
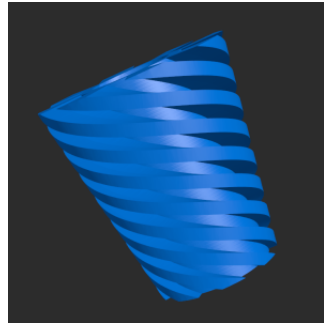
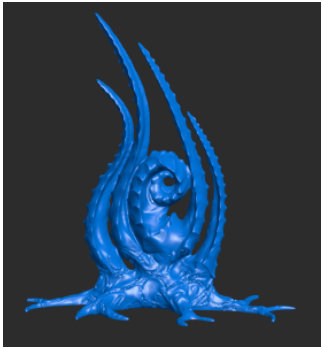
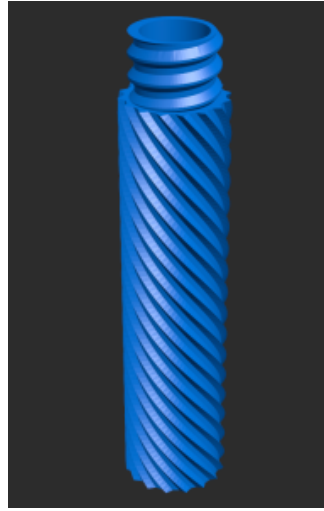
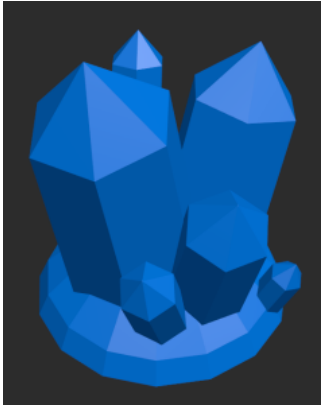
We made this gallery to give some impressions what could be done with a Hangprinter for example.

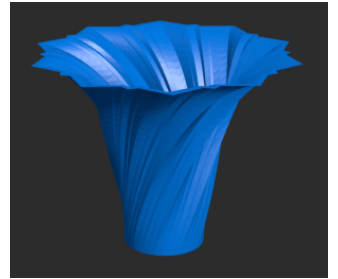
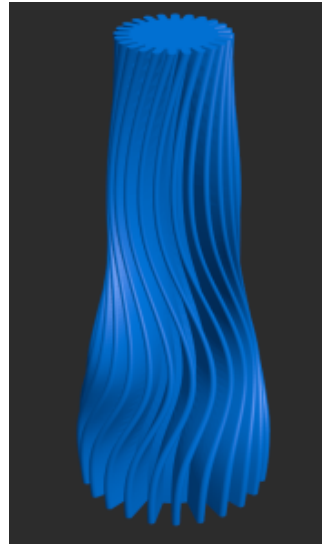
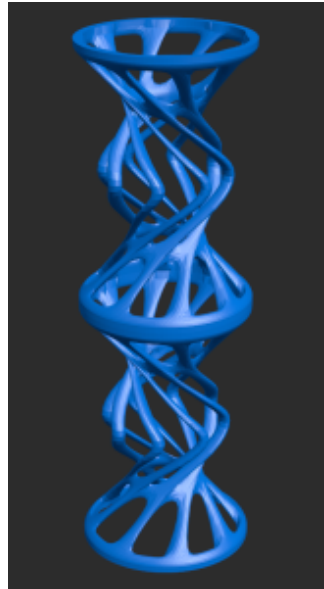
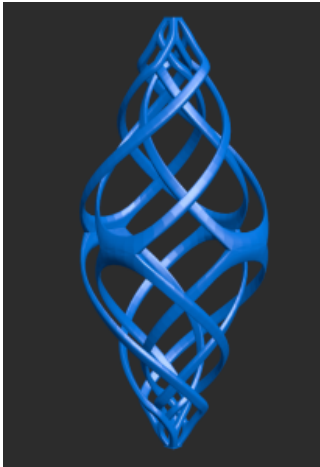
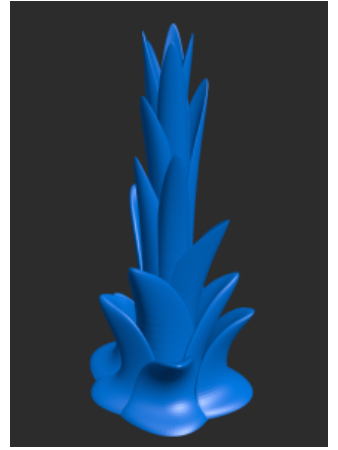
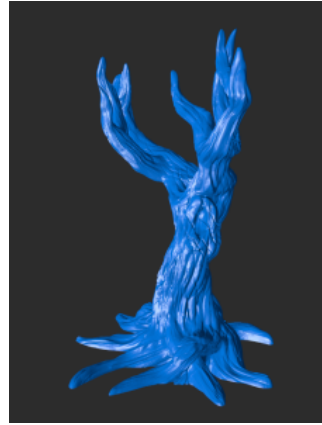
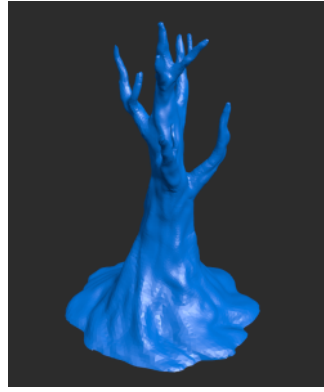
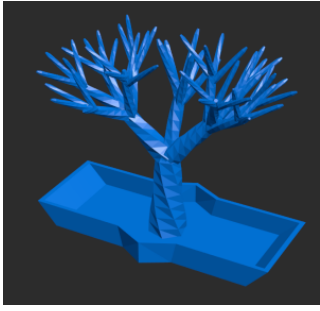


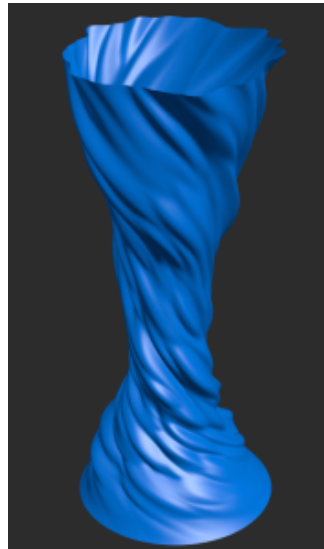
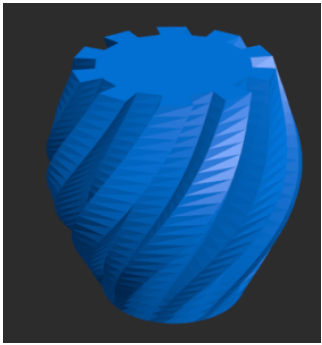
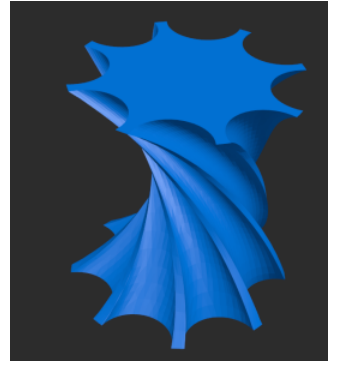
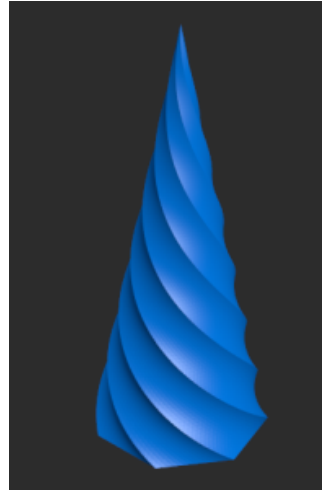
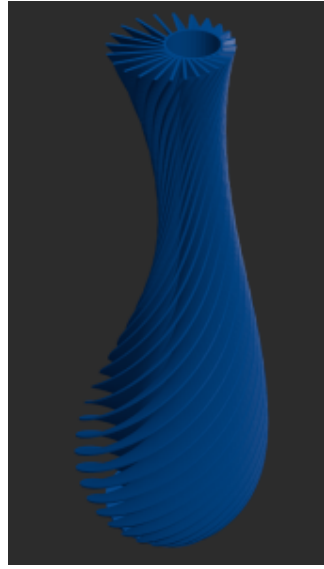
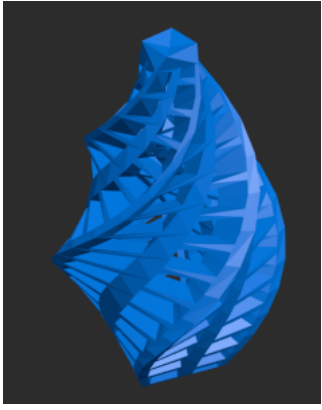


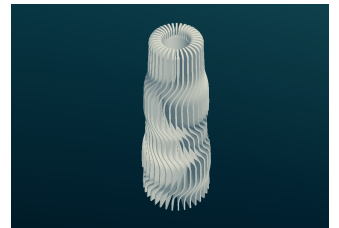
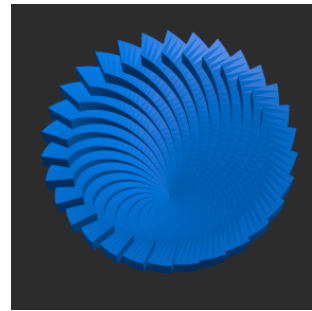
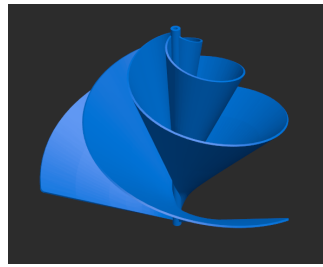
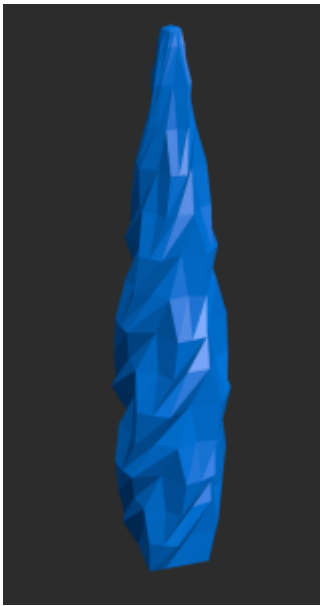
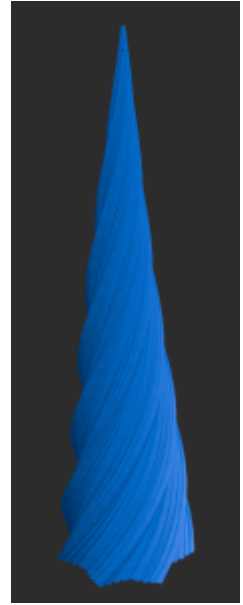
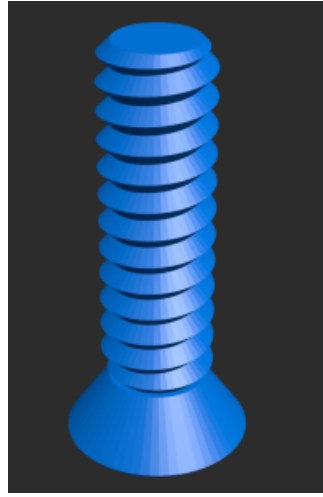
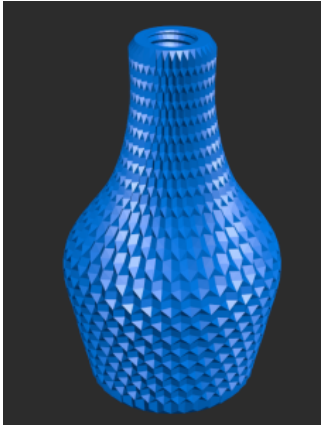














Printed stuff

See [Gallery of printed objects](#) to check out the objects Trikarus already printed.

Interesting search key phrases

1. alien vegetation
2. bolt
3. bottle
4. bust
5. chess
6. cylinder
7. eiffel tower
8. eiszapfen
9. flower

10. grass
11. hand
12. helical
13. helix
14. high
15. icicle
16. marble tower
17. pisa
18. plant
19. pyramid
20. screw
21. shoe
22. spike
23. spiral
24. stalactite
25. stalagmite
26. supportless
27. tetrahedron
28. tower
29. tree
30. turbine
31. twisted
32. victory
33. voronoi
34. coral
35. tube sponge
36. torso
37. balloon
38. watering can

Random Crystal Generator

<https://www.thingiverse.com/thing:1775765>

Version #1

Erstellt: 2026-06-05 15:49:28 CEST von Mario Voigt

Zuletzt aktualisiert: 2026-06-05 15:54:08 CEST von Mario Voigt