Subject: PEZ head - Update
Posted by ao2design on Sat, 11 Sep 2010 18:47:18 GMT
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This is a test for a custom PEZ head. It was modeled in Sculptris [amazing {free} program] and a little Maya. The hardest part was reverse engineering the connection to the original base. It needs to be tweaked a mm here and there.

Update:

The color version came out great.

Download the pez_start.obj and make your own! There is an arrow in the file that needs to be 14mm long. The "mushroom" top is to get you started with hollowing out the head.

File Attachments

1) p3zHead.jpg, downloaded 1185 times
2) fcss_pez.jpg, downloaded 789 times
3) pez_start.obj, downloaded 150 times

Subject: Re: PEZ head test
Posted by Nane on Sun, 12 Sep 2010 13:04:20 GMT
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Great idea, never thought about making a Pez head! Very classic and fun. Feeling the urge to find and buy a Pez and do some measuring...

Subject: Re: PEZ head test
Posted by LincolnK on Wed, 15 Sep 2010 06:18:57 GMT
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Awesome idea. I am kind of disappointed in myself for not thinking of this. I have a ton of pez.

Early pez was done in a way that had each color made out of it's own piece of plastic. You could

make the hair out of a separate piece that snaps (or glues) on to the head, and dye them separately. Then attach them.

I love how so many people on this forum keep inspiring me!

Subject: Re: PEZ head - Update
Posted by ao2design on Thu, 23 Sep 2010 22:01:04 GMT
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Build your own Pez head.

File in the first message.

Subject: Re: PEZ head - Update
Posted by LincolnK on Fri, 24 Sep 2010 19:21:40 GMT
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How cool of you to share the starter pez for us to make our own!

Thanks, I will be playing around with this.