
Subject: 65mm high abomination [frosted ultra]
Posted by [turcca](#) on Tue, 31 May 2011 06:41:34 GMT
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This was done for a miniature game. I took the liberty at making it the abomination it should be.

(Warhammer fantasy battle - chaos spawn)

<http://imgur.com/a/oCV7t>

There was a little problem when trying to remove the wax residue. When I finally found the substance that removed the wax, it corroded the plastic a bit too. This was a test subject anyway. The grain is so small though, that with a naked eye you don't see it that much. These pics are very large compared to the real thing.

Anyway, I was very positively surprised by the level of detail. I'll be making more, when my work and kid allows me to.

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [bitstoatoms](#) on Tue, 31 May 2011 07:47:35 GMT
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Woah, that is quite amazing, thanks for sharing
Just posted the images on the Shapeways blog..

[http://www.shapeways.com/blog/archives/866-The-3D-Printed-FU D-Abomination-at-65mm.html](http://www.shapeways.com/blog/archives/866-The-3D-Printed-FU-D-Abomination-at-65mm.html)

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [B1lancer](#) on Tue, 31 May 2011 08:32:02 GMT
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That is awesome mate! I'd add that to my Chaos army anytime!

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [cloaca](#) on Tue, 31 May 2011 08:43:58 GMT
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Reminds of of "hell" by the chapman brothers, which is great, but I think they are more the heatgun/gluegun type.

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [dizingof](#) on Tue, 31 May 2011 19:59:11 GMT
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A minute ago i posted this on another FUD model and it definitely goes for this one too !

Quote:
5 stars !

I'm waiting for my own batch of FUD -still puzzled why some arrived FUD models are near transparent and some aren't - in any case to really appreciate the extra fine details, a model probably needs to be sprayed with a thin layer of some nice color

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [stop4stuff](#) on Wed, 01 Jun 2011 15:04:04 GMT
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wOw! Absolutly stunning model, and the same goes for your painting skills!

What did you use to clean the wax residue off? I'm still trying to find a good solvent to dissolve the wax out of some small models I have.

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [turcca](#) on Thu, 02 Jun 2011 16:14:25 GMT
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I used something that - while removed the wax - corroded the plastic a bit. I lost the fingers to it,

but other than that it just made the surface a bit grainy.

EDIT: I lost the fingers on the model. Not my fingers.

So no, I don't have a good solution for removing residue from wax.

Quote:why some arrived FUD models are near transparent and some aren't
I believe this is the wax. I made a small hole to my mesh in order to have the wax melt out, but it was too small and the model was glossy, except where it wasn't hollow but solid. There it's quite clear.

And I agree with painting it - even spraying some fine white (or anything) paint on it will make it look much nicer.

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [stop4stuff](#) on Thu, 02 Jun 2011 17:11:13 GMT
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Happy to hear you still have your fingers but what was it you used?
So far I have tried several different products that do get to the wax, but also attack the printed plastic which leads to a failure of a vital component of the model. In case you're wondering, the model is a very small rubiks cube with 0.1mm spacing between parts, the spindles holding everything together are just 0.5mm diameter and it is these that fail - I have 2 cubes left from the last batch of 9 to experiment with One is currently soaking in a weak caustic soda/lye solution and another has had 4 days in an earwax remover liquid (but i think that needs a bit of heat to work properly)

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [turcca](#) on Thu, 02 Jun 2011 17:34:07 GMT
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I used Fair superspray, but I can't recommend it.

Heat was the next thing in mind. So next model I get, I'll put in the oven, turn the heat up to 60 celcius and cross my fingers. Can go up to 80, before the model starts to soften.

Subject: Re: 65mm high abomination [frosted ultra]

Posted by [gumball](#) on Thu, 02 Jun 2011 23:59:28 GMT
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Has anyone tried WD40 yet?

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [stop4stuff](#) on Fri, 03 Jun 2011 07:36:33 GMT
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[gumball](#) wrote on Thu, 02 June 2011 23:59: Has anyone tried WD40 yet?

Yep, and a few other things. I've started a separate thread in Post Production Techniques - FUD wax removal

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [Nane](#) on Fri, 03 Jun 2011 21:35:02 GMT
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Lol, very fun concept, need some spikes! (Chaos as usual)

Ah, I was wondering why the first two pics were smoother and the third pic was a bit grainy. Hairspray. Still like you said, not bad considering it is very small.

Subject: Re: 65mm high abomination [frosted ultra]
Posted by [sFsGaming](#) on Fri, 03 Jun 2011 23:06:35 GMT
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Gruesome, but amazing model.
