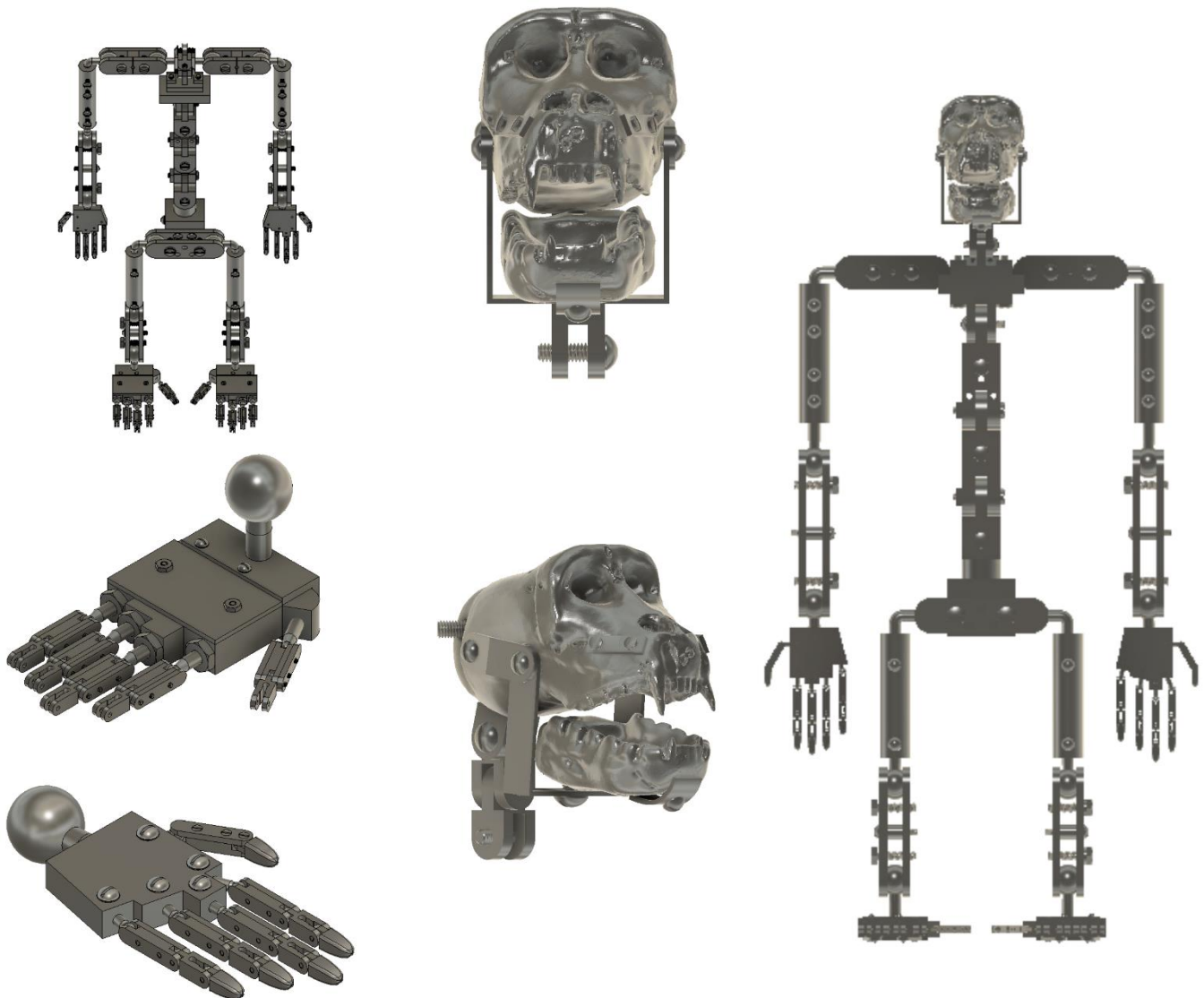


Stop Motion 1933 King Kong Armature Replica

Tristan Linn

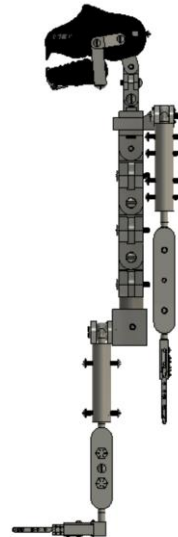
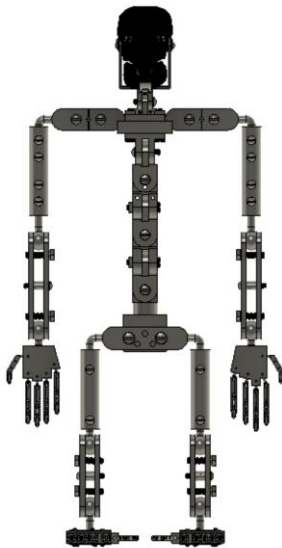
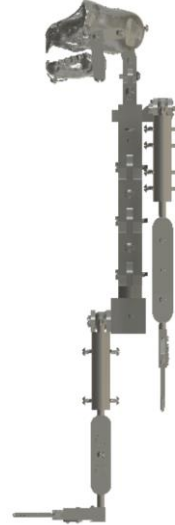
Sept 2022 – Oct 2022

Complete recreation and replica of the 1933 Stop Motion Armature model used for the King Kong Prototype known as "Long Face" Kong. The 3D model stands 22" tall and is comprised of 376 parts (including screws) and was completely designed and assembled in Fusion 360 from scratch using only reference photos and screengrabs for dimensions and scale. The screws and nuts are all from catalog with exception of a few custom square nuts. Every joint is articulatable including the toes, fingers and spine, and the only part that is not from catalog or from scratch is a 3d mesh file of a gorilla skull that was then modified by fair use (the original skull was used as a base and sculpted off – the skull was elongated/stretched, simplified, given pronounced teeth and smoothed edges, had discontinuities removed, as well as was tapped for holes and given joint mechanisms). Overall, I would say the King Kong armature is 95-99% accurate and took an estimated 200-300 hours to complete. Currently the parts are being printed on a resin SLA printer to be assembled.

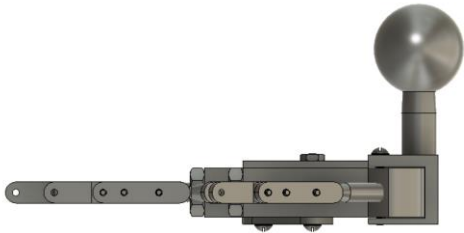
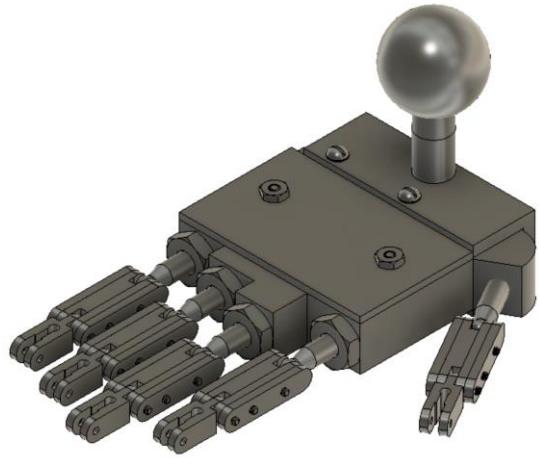
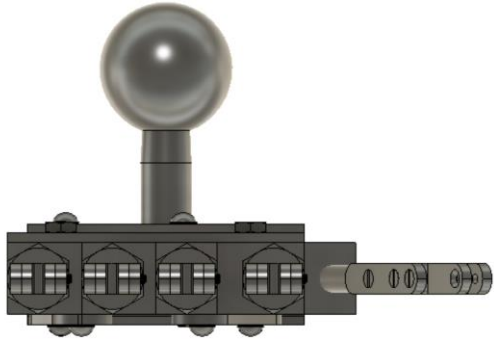


Since there are near 400 parts, this is only a simple galley of general sub-components and groups. If there are any questions or requests to see more perspective are parts specifically, please contact me at linn.tristan.a@gmail.com.

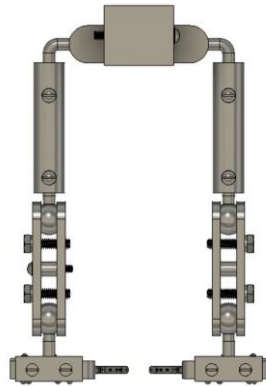
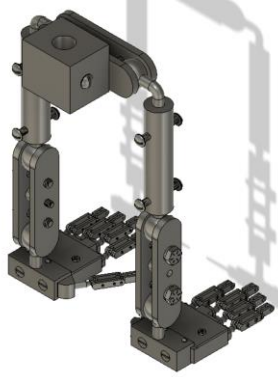
General Views



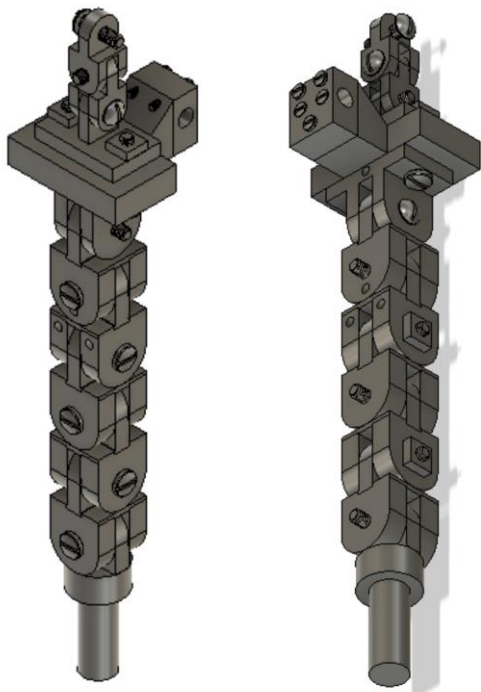
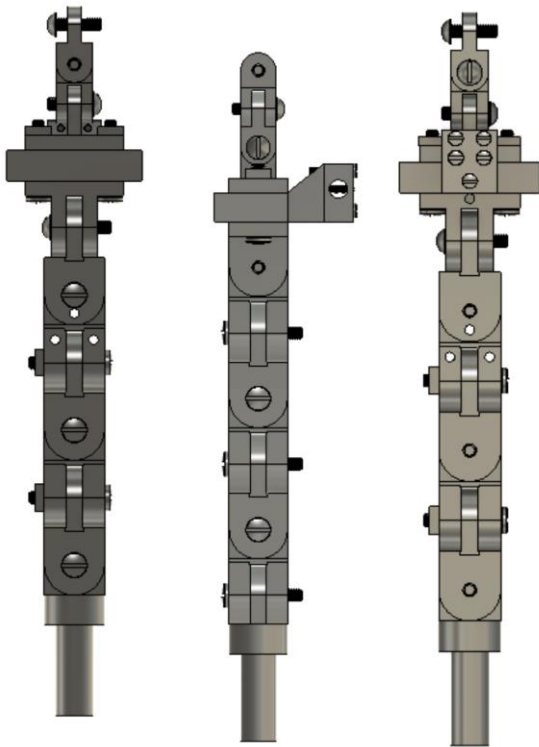
Foot



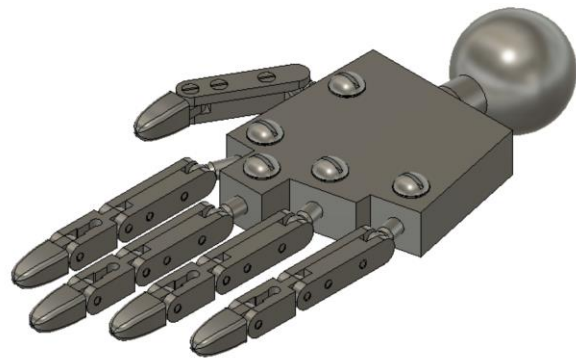
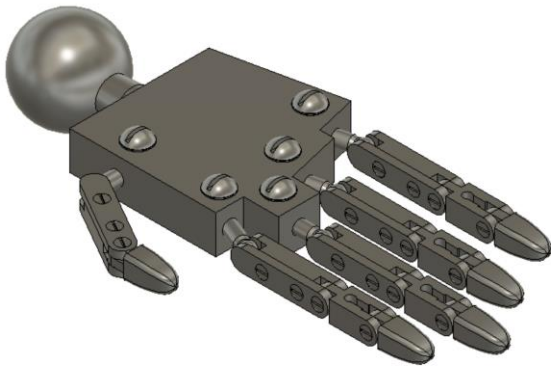
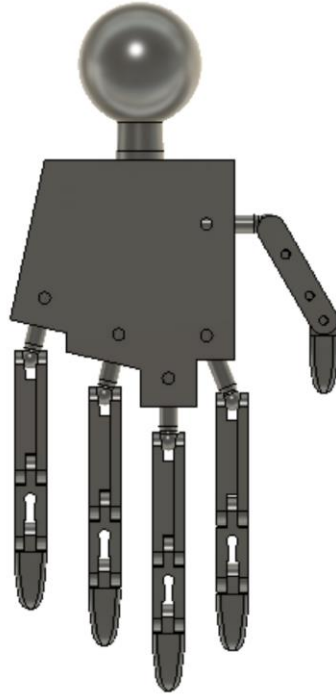
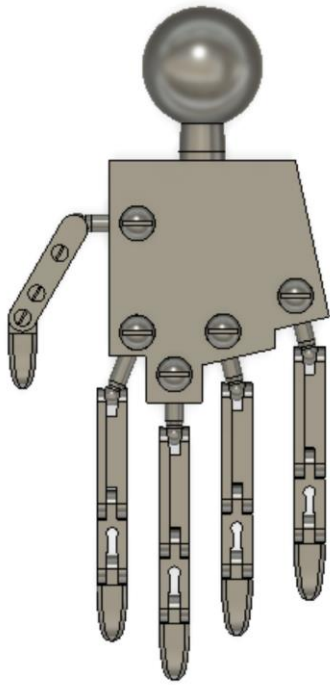
Legs



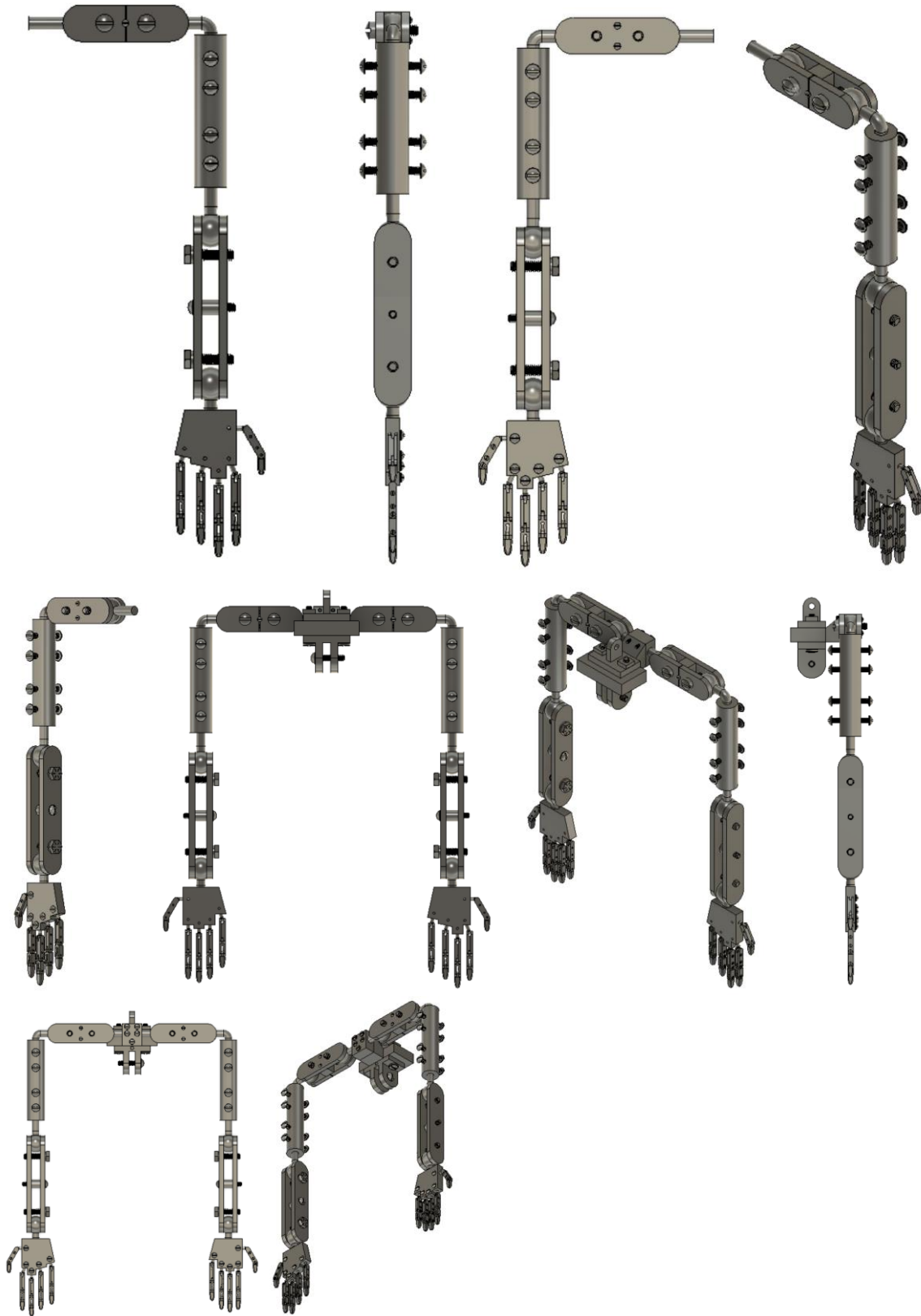
Spine



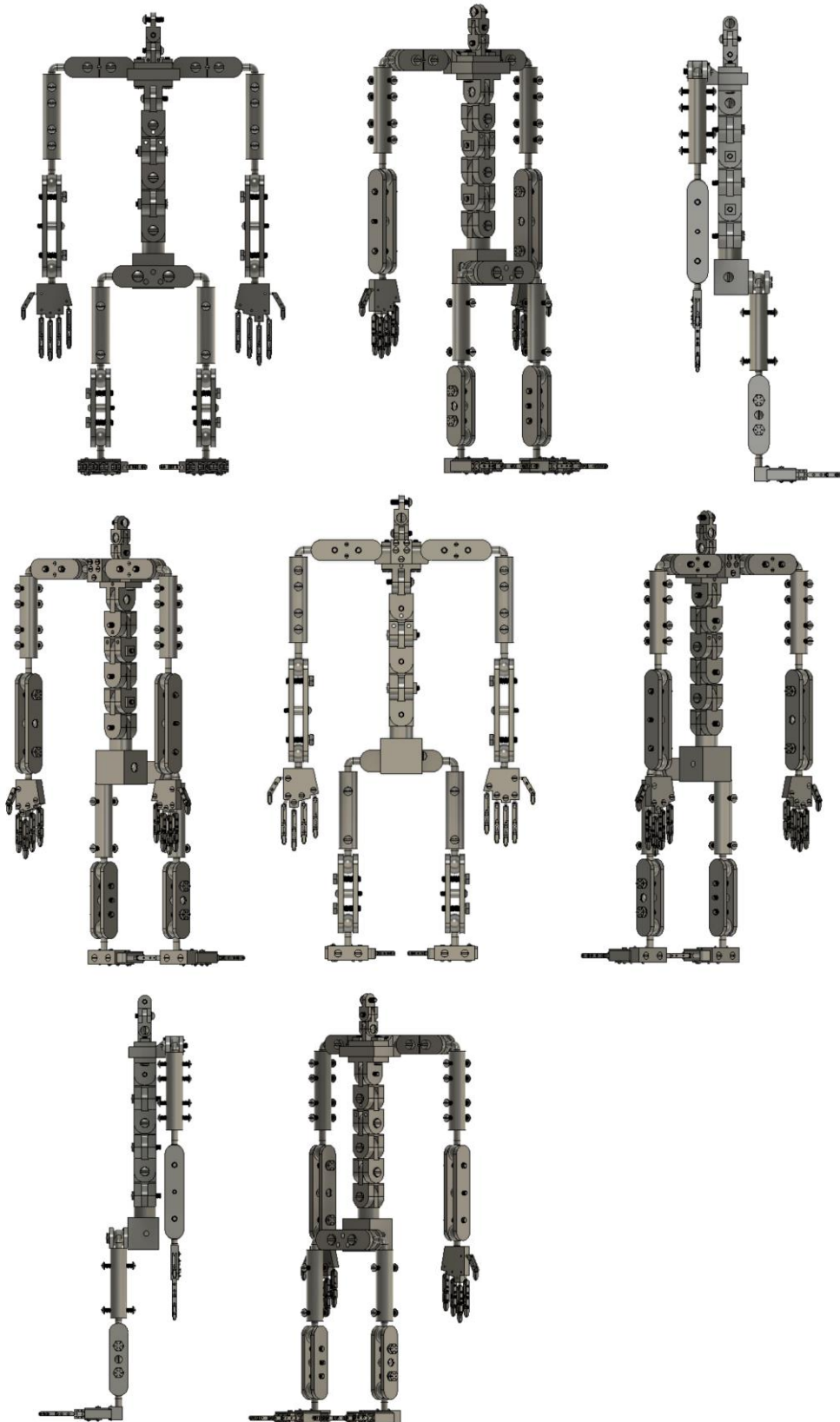
Hand

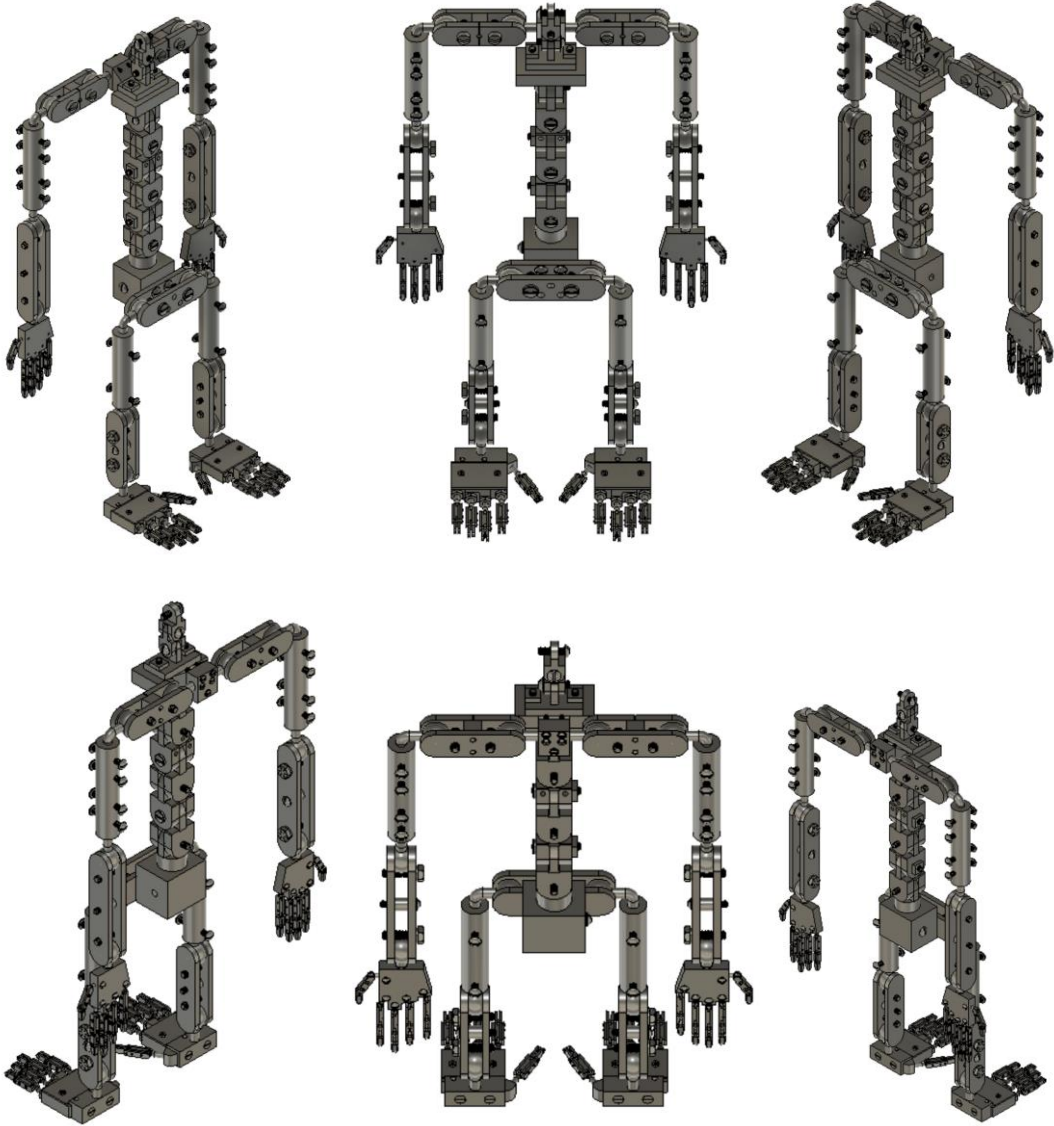


Arms



Full Body without Head





Head

