



## Minecraft Lantern



SpeakingOfBrad

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### Summary

It's the lantern from Minecraft! This lantern uses a standard hanging pendant light kit.

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Tags: [light](#) [minecraft](#) [lantern](#) [pendant](#)

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It's the lantern from Minecraft!

This lantern uses a standard hanging pendant light kit.

Use a regular (LED) warm white bulb for a 'regular' lantern, or use a color changing bulb to change between 'regular' and a soul lantern!

I found this [fire effect led bulb on Amazon](#) that can connect to your phone through Bluetooth so you can change the color of the bulb. The flickering effect gives this lantern a really nice touch.

This lantern is 200mm wide and 367mm tall.



## **Print instructions**

### **Print the pieces**

Print one of every part (check below to see how to choose/customize the Socket Stand you fit your pendant light).

Some of these are very large (Body, Bottom) and therefore have a lot of chance for warping so I recommend you print those with a brim.

I used the default PrusaSlicer profile but turn the infill down to 5%. No support required for any part.

### **Socket Stand**

The 'Socket Stand' is the part that holds your pendant light. The pendant light usually has a screw or a clip to hold a shade around the bulb, but we'll be using it to hold it in place inside the lantern.

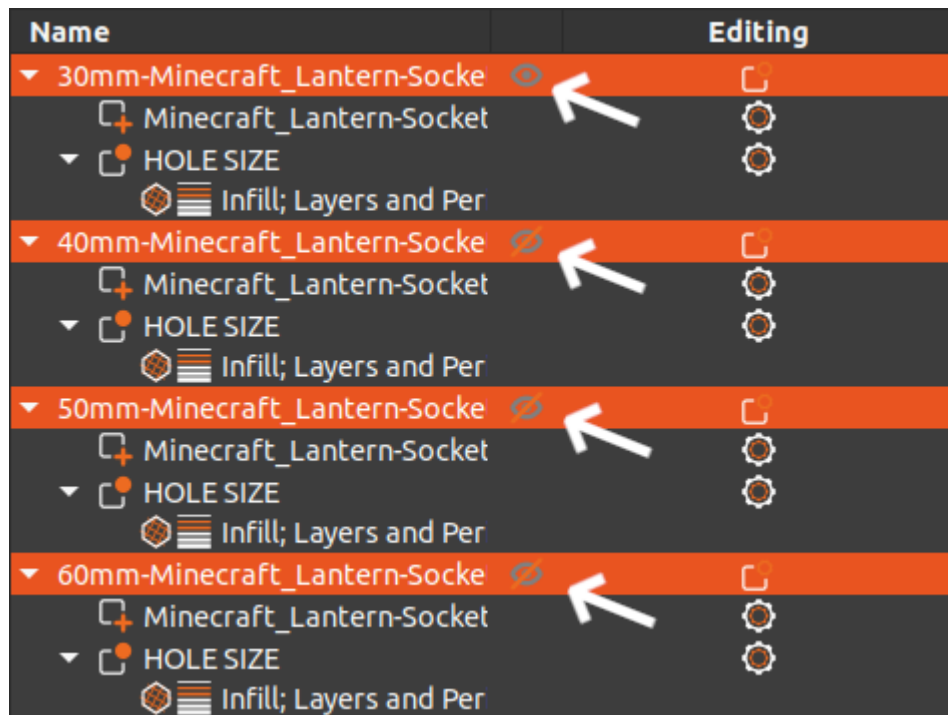
Because this piece needs to be different sizes to fit whatever pendant light you are using, I have exported the part in 4 heights: 30mm, 40mm, 50mm, and 60mm. I have them all saved in the same .3mf file so you can choose only the one that you need. That 3mf file also makes use of modifier meshes in order to customize the size of the hole required for your pendant light.

### **Customize your Socket Stand**

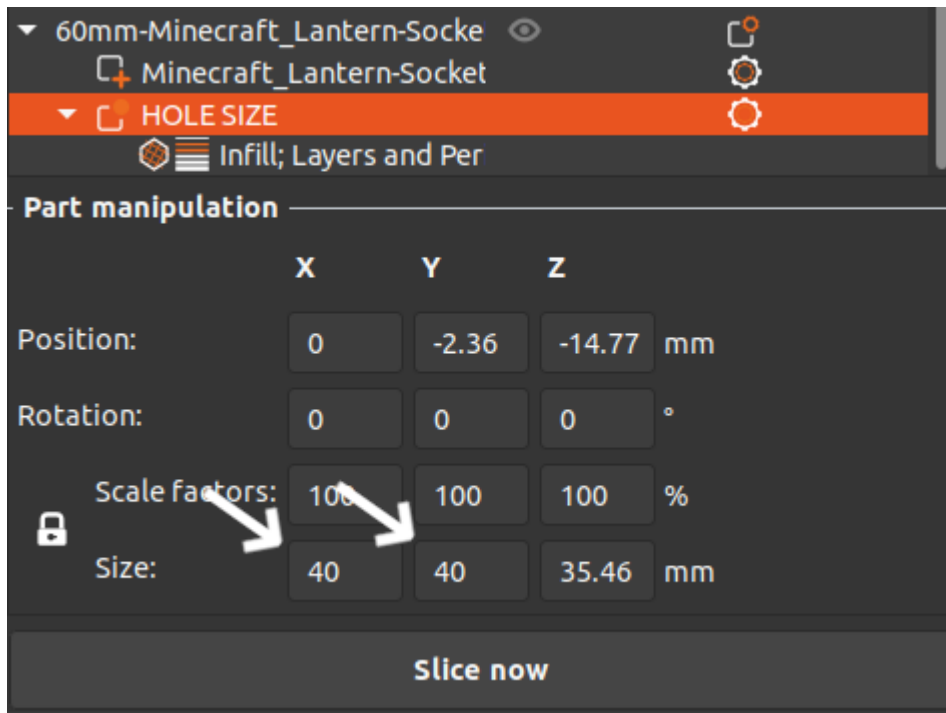
Here are the instructions on how to customize your 'Socket Stand' part in PrusaSlicer:

1. Open minecraft\_lantern-socket\_stand-customized.3mf in PrusaSlicer

2. Choose the height of your socket stand by clicking the eye icon next to the size part you want (on the right side of the screen). **Select only one.**



1. Two lines under the part you selected, click on "HOLE SIZE"
2. Near the bottom of the screen, next to 'Size:' change the X and Y values to the diameter of the hole you want (The Z value does not matter). **NOTE:** Do not change any of the values next to "Position:"



1. Click 'Slice now' at the bottom of the screen. Your customized Socket Stand is now ready to print!

I also included a .f3d file of the Socket Stand so you can customize it in Fusion 360 if you'd prefer. (The .f3d file includes parameters to quickly/simply change the dimensions.)

## Putting the pieces together

### Animation

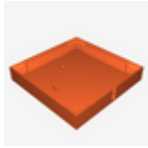
1. Attach your pendant light to the Socket Stand.
2. Attach the Socket Stand to the Bottom by twisting it into place.
3. Run the cord from your light into the slot at the back of the Bottom part.
4. Place the Cord Plug into the slot above the cord from your light.
5. Place the Bottom Glass onto the Bottom part.
6. Slide the Body over the Bottom Glass, and then press it into the Bottom part.
7. Place the Top Glass on top of the Body.
8. Place the Chain Top on top of the Top Glass.
9. Slide the Top over the Top Glass and into the Body. The Chain Top should be sticking out through the Top.

Side note: the two 'glass' pieces have a weird corner, that's for a future version of this that I'm working on that can hang from the ceiling (so the cord needs to be routed out of the top). You won't be able to see that corner once all of the pieces are put together.

# Model files



**minecraft\_lantern-socket\_stand-customized.3mf**



**minecraft-lantern-bottom.stl**



**minecraft-lantern-cord-plug.stl**



**minecraft-lantern-bottom-glass.stl**



**minecraft-lantern-body.stl**



**minecraft-lantern-top-glass.stl**



**minecraft-lantern-chain-top.stl**



**minecraft-lantern-top.stl**



**minecraft\_lantern-socket\_stand.f3d**

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