



Experience Level required:



Duplex Designs' Ghost In The Shell Section 9 / Batou's SMG

Introduction

At Duplex Designs we do love a great sci-fi weapon. Although our favourite has got to be Deckard's blaster from the movie Blade Runner the weapons seen in the live action movie Ghost In The Shell really stood out as well.

This weapon is featured in the live action 2017 Ghost In The Shell movie and is seen with and without folding stock. The non-stock version can be seen fitted inside the doors of the car when the Major and Batou arrive to save Ouelet after being attacked by the Skinny Man / Trash Men.

Another version was seen with a folding stock, also used by Batou and other Section 9 operatives.

Interesting Fact: Based on an MP5 with various panels and shells applied there is one interesting design choice - the original fire select lever can be seen protruding through the side of the weapon rather than being removed.

A pair of these prop weapons (no stock versions) was sold by PropStore in 2018 and listed as Batou's SMG and versions of the prop shell and folding stock plus complete prop weapons were also sold and listed as Section 9 SMGs.

OK, we are a little late to the party with this model as the movie came out in 2017, but we believe the weapon is interesting enough to warrant its creation here in 2026.

Why This Model Was Created

We have not seen another model of this weapon.

Based on actual MP5 dimensions this model is pretty accurate to the available stunt prop photos.

We do like multi-part prints as this enables subtle painting finishes to be applied to each part which adds to the realism.

You can opt to build a version with or without the folding stock.

Project Skill Level Required

You will need a low to medium level of skill in 3D printing and modelling to do justice to this model.

Part tolerances are quite tight so depending on what you create the parts with you may need to do some sanding and finishing to get parts to fit.

For example, FDM printing at 0.08mm layer height using a 0.4mm nozzle is good enough for a great fit for the assembly but as soon as you start to use resin parts the differences in resin shrinkage and tolerance will start to show.

NOTE: Although the model contains lots of detailed parts it should not be expected that final build will perform all the mechanical actions expected of the real weapon.

Please consider this a static model. Yes, you can move the trigger, and the bolt handle does retract the bolt but other than that this is really a display piece. The folding Stock is fully functional.

The model also requires some hardware bolts and optional springs.

Build Material Choices

FDM Printer

We have had good results with at 0.08mm layer height using a 0.4mm nozzle using PLA and the parts fit is excellent.

It is also noted that larger parts such as the frame, slide and grip, may well exhibit VFA or ghosting which will require extra sanding and polishing.

Resin Printer

Not really suitable for the larger parts but smaller parts would benefit from the higher resolution.

Resin is quite unpredictable when it comes to shrinkage or indeed expansion and is very dependent on the resin used, cure times and how well the model has been sliced and supported so when it comes to larger items you may find a lot of sanding and finishing is required for a good fit of parts.

Hardware Required

To complete the model to be as close as possible to the prop you will need some hardware.

We did not include a spring for the bolt as this would be very large and expensive, but you may find a suitable spring if you wish.

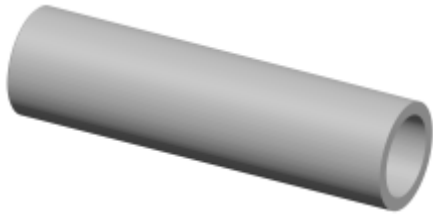
Trigger Spring 	5mm diameter, 15mm length X 1
Handguard Front Bolt 	Allen Countersunk Head M4 x 10mm X 2
Receiver Bolt 	Allen Countersunk Head M3 x 10mm X 5
Receiver Bolt 	Allen Machine Head M4 x 10mm X 1
Front Sight Bolts 	Allen Machine Head M4 x 20mm X 4

Optional Folding Stock Parts

Stock Spring 	6mm diameter, 15mm length X 1
Stock Frame Bolt 	Allen Countersunk Head M4 x 15mm X 2
Stock Hinge Bolt 	Allen Countersunk Head M5 x 20mm X 2

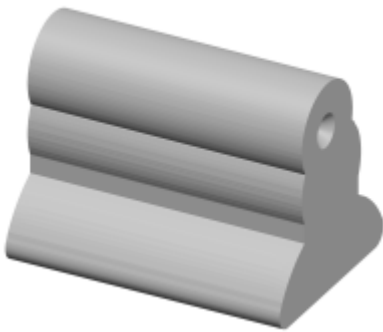
Parts List

Following is a list of STL model parts along with notes.



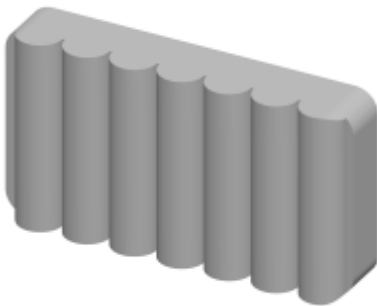
Barrel

Print X 1



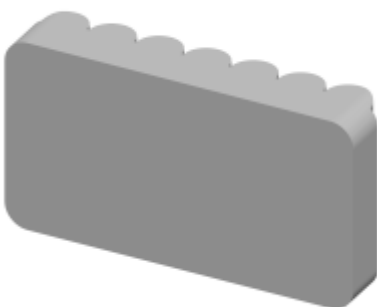
Bolt

Print X 1



Button Left

Print X 1



Button Right

Print X 1



Charging Handle

Print horizontally for strength and use 100% infill.

Print X 1

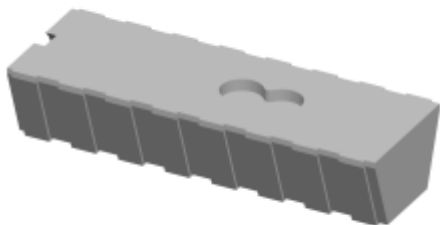


Fire Select

This is an odd addition to the prop so is replicated here.

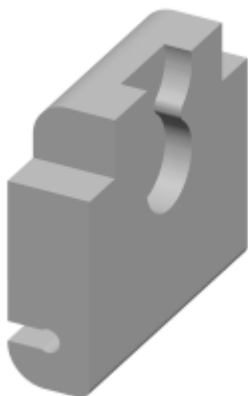
We assume that the original FES fire select knob could not be removed from the donor MP5.

Print X 1



Foregrip

Print X 1



Front Centre

Print X 1



Front Face

Print X 1



Front Lower Lip Left

Print X 1



Front Lower Lip Right

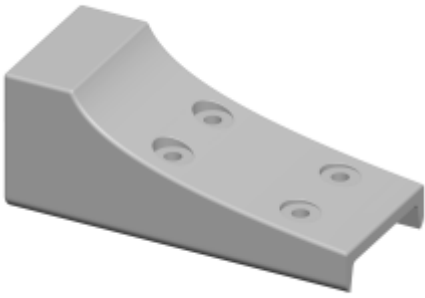
Print X 1



Front Pin

Print horizontally for strength and use 100% infill.

Print X 1



Front Sight

We are calling this a sight although the prop has no visible optics, holes, nor details that would suggest a laser.

Print X 1



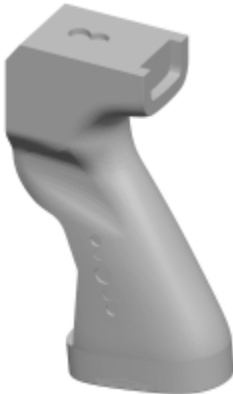
Front

Print X 1



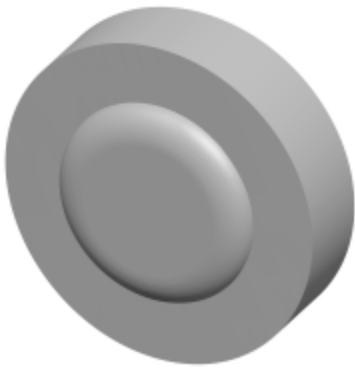
Grip Front

Print X 1



Grip Rear

Print X 1



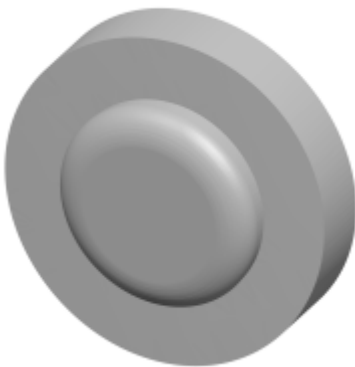
Grip Insert LB

Print X 1



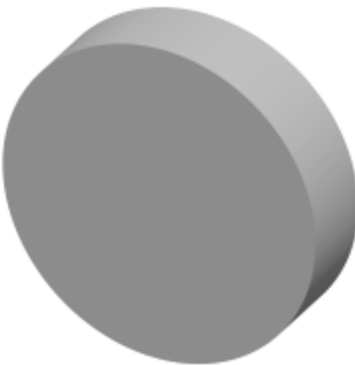
Grip Insert LM

Print X 1



Grip Insert LT

Print X 1



Grip Insert RB

Print X 1



Grip Insert RM

Print X 1



Grip Insert RT

Print X 1



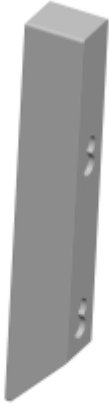
Mag Front Bolt

Print X 1



Mag Front Detail
Print at 100% infill.

Print X 1



Mag Front

Print X 1



Mag Rear

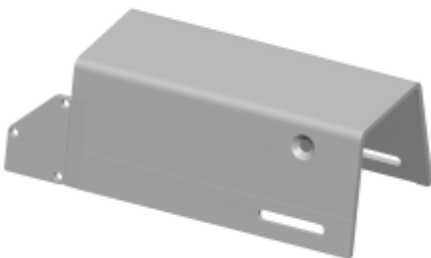
Print X 1



Rear Cap

Note that if you are building the model with folding stock then replace this part with Rear Cap Stock

Print X 1



Rear Cover

Print at 100% infill.

Print X 1



Receiver Front Panel
Print at 100% infill.

Print X 1



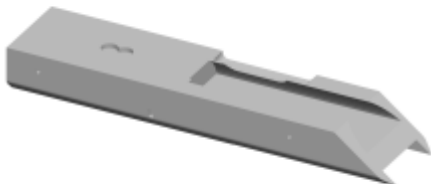
Receiver Lower Left

Print X 1



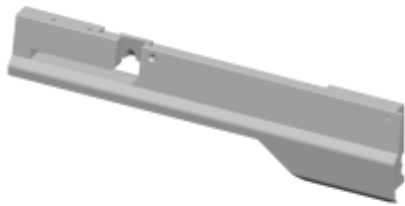
Receiver Lower Right

Print X 1



Receiver Upper Base

Print X 1



Receiver Upper Top Left

Print X 1



Receiver Upper Top Right

Print X 1



Top Insert
Print at 100% infill.

Print X 1



Trigger Guard

Print X 1



Trigger Pin

Print horizontally for strength at 100% infill.

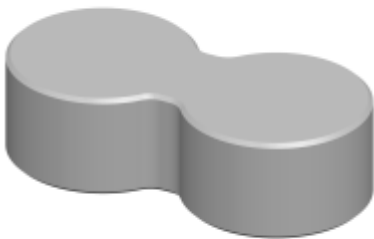
Print X 1



Trigger

Print at 100% infill.

Print X 1



Peg

Print at 100% infill.

Print X 17

Parts For Optional Folding Stock Build



Butt Pin

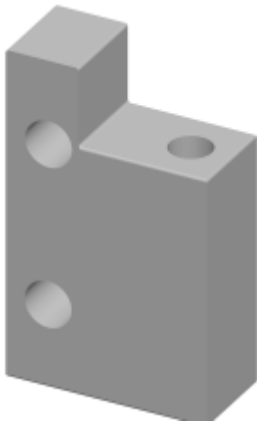
Print at 100% infill and print horizontally.

Print X 1



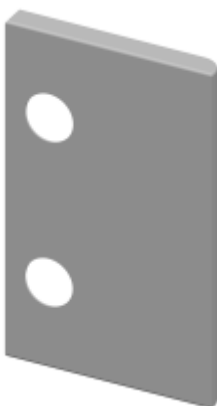
Butt

Print X 1



Hinge Core

Print X 17



Hinge Cover

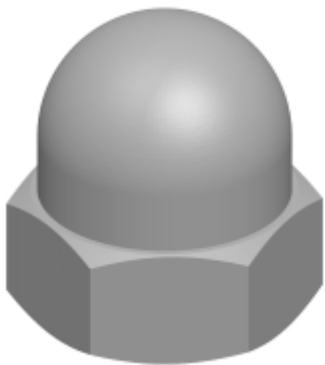
Print X 1



Hinge Pin

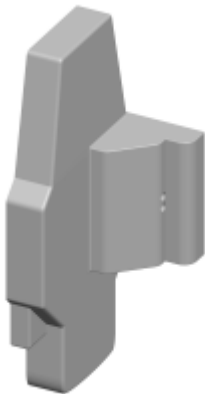
Print at 100% infill and print horizontally.

Print X 1



M4 Dome Nut

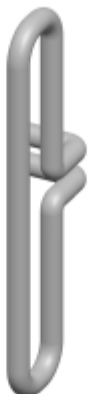
Print X 17



Rear Cap Stock

Use instead of Rear Cap when building the SMG.
Print at 40% infill.

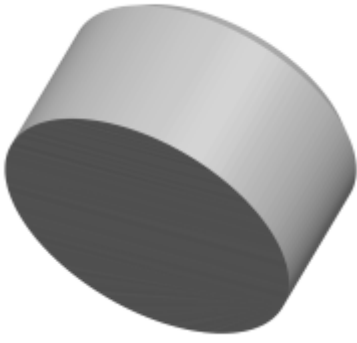
Print X 17



Sling Point

Print at 100% infill for strength.
If you plan to use a sling then this may be best fashioned from some 2mm diameter wire.

Print X 17



Stock Butt Bolt Head

Print X 4



Stock Lower

Print at 100% infill for strength.

Print X 17

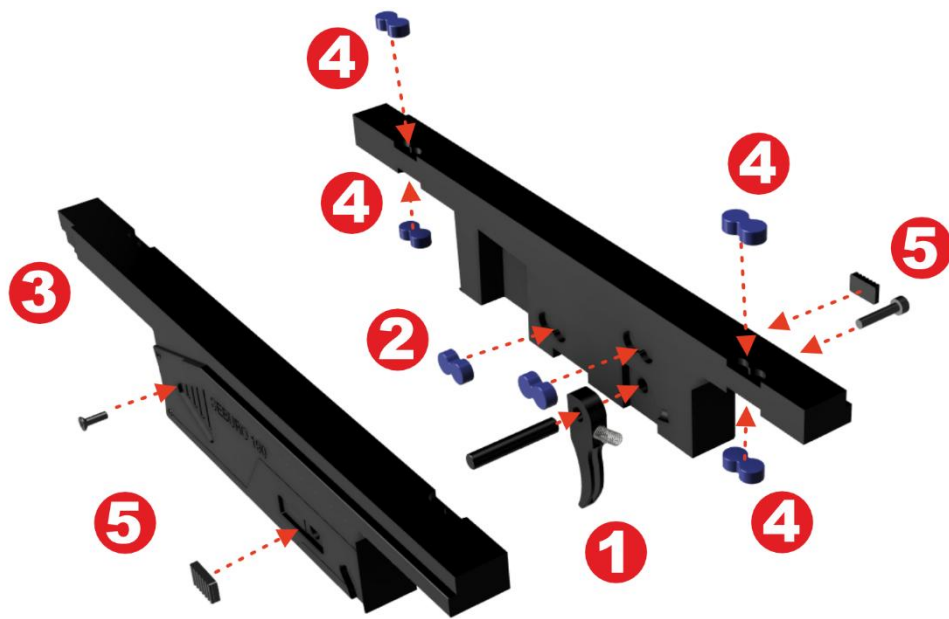


Stock Upper

Print at 100% infill for strength.

Print X 17

Assembly Sequence



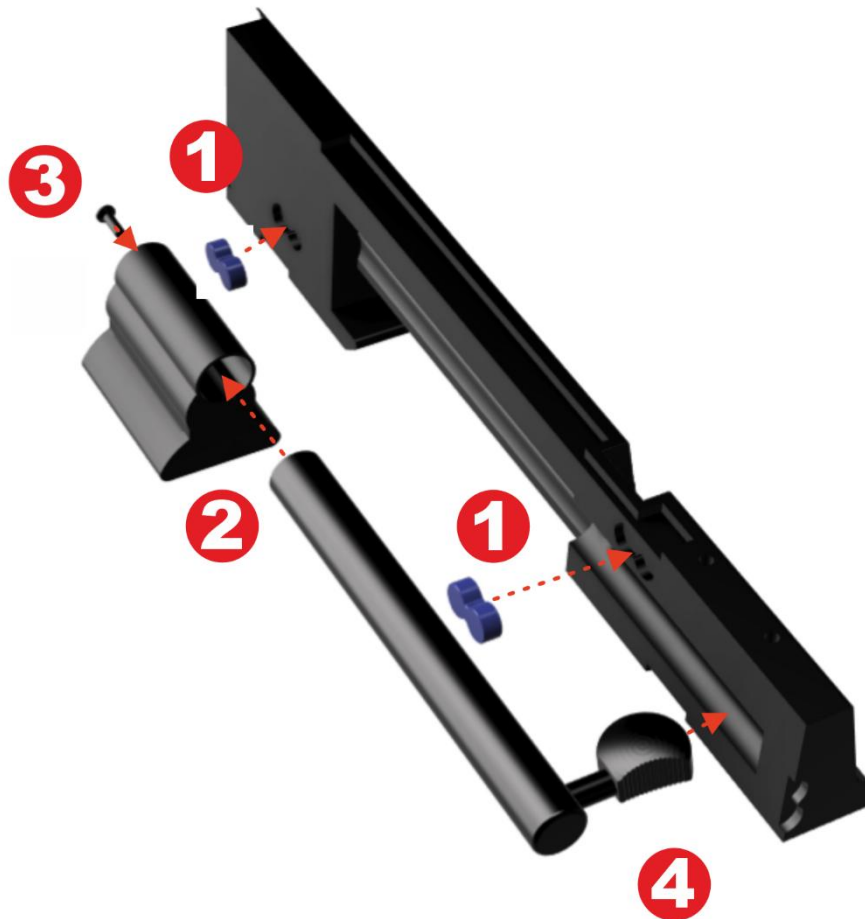
1. Fit optional spring into Trigger and place into Receiver Lower Top Right using the Trigger Pin.
2. Glue 2 X Pegs into Receiver Lower Top Right.
3. Glue Receiver Upper Top Left onto Receiver Lower Top Right. Ensure that Trigger Moves freely.
4. Glue 4 X Pegs into completed Receiver Lower Top ready for next assembly steps.
5. Glue Button Left and Button Right onto Receiver Lower Top. This should sit over and hide the Trigger Pin. Screw M3 Countersunk X 10mm screw into Receiver Lower Top Left and M4 X 10mm screw into Receiver Lower Top Right.



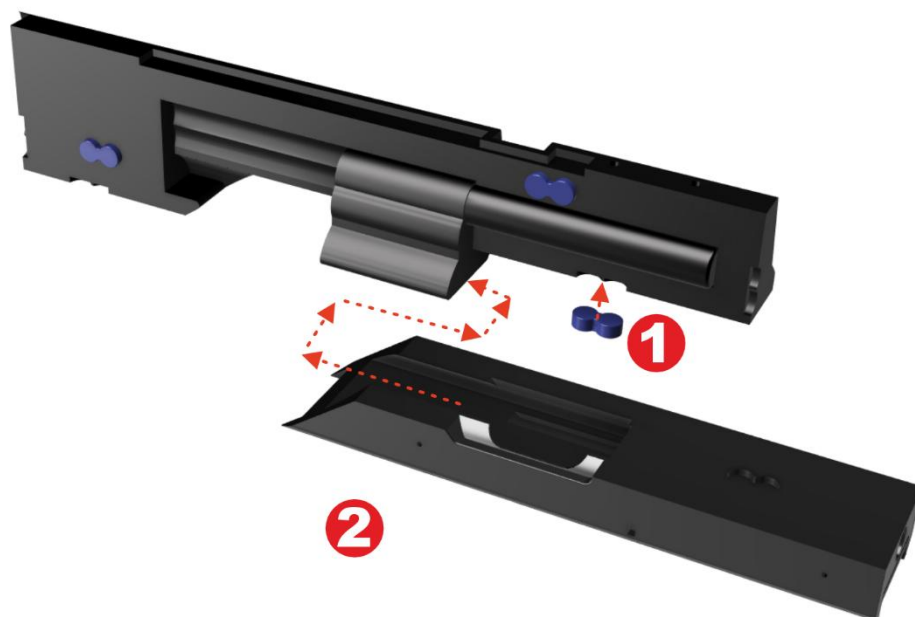
1. Glue Grip Front to Grip Rear. This will clip in but may require some force.
2. Glue Grip Insert LB, Grip Insert LM and Grip Insert LT to bottom middle and top indents on the left side of Grip Rear. Glue Grip Insert RB, Grip Insert RM and Grip Insert RT to bottom middle and top indents on the right side of Grip Rear.
3. Glue completed Grip to underside of Receiver Lower Top assembly.



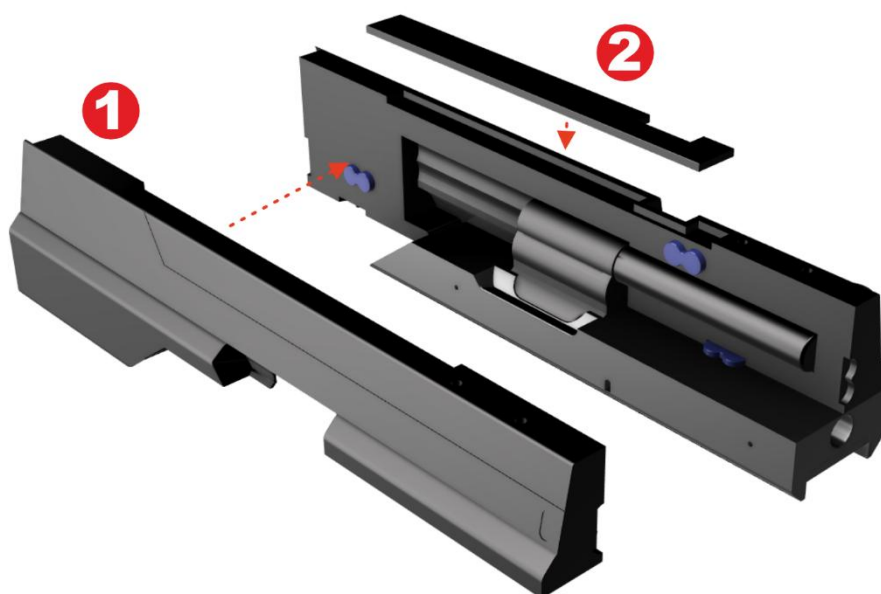
1. Glue Trigger Guard into Receiver Lower Top and Grip Front.
2. Glue Fire Select part into recess in Receiver Lower Top and Grip Front.



1. Glue 2 X Pins into Receiver Upper Top Left.
2. Slide Charging Handle into Bolr.
3. Secure Charging Handle in Bolt using M3 Countersunk x 10mm bolt. Do not overtighten. The Charging Handle should be able to rotate within the Bolt.
4. Fit the Charging Handle through the slot in the side of Receiver Upper Top Left. This may be tight but there is a position where the slot is largest where the Charging Handle fits through. Then lay the Charging Handle and Bolt in the recess in Receiver Upper Top Left.



1. Glue 1 X Peg to the underside of Receiver Upper Top Left.
2. This part may be a little tricky. Slide the Receiver Upper Base onto the Bolt and into place under the Receiver Upper Top Left. This should be glued. Quickly move on to next step before glue is dry.



1. Glue Receiver Upper Top Right onto Receiver Upper Top Left and Receiver Upper Base. Ensure that the Charging Handle and Bolt are free to move.
2. Glue Top Insert onto the top of the Receiver Upper Top parts. This hides the seam.



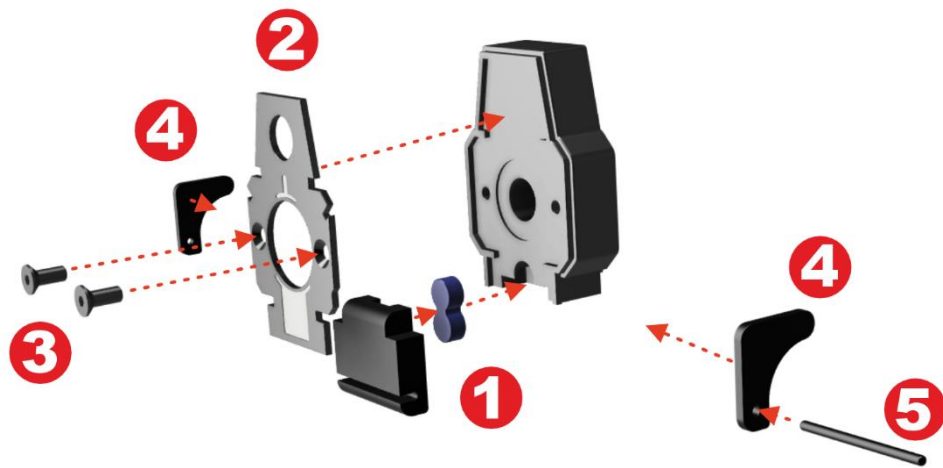
1. Glue the Receiver Lower assembly to the Receiver Upper assembly.



1. Glue Receiver Front Panel onto Receiver assembly.
2. Glue Foregrip to the underside of the Receiver assembly.

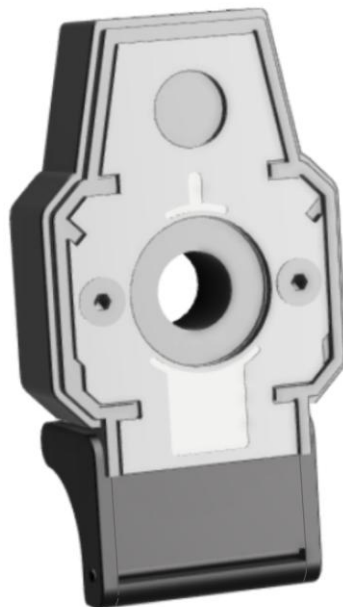


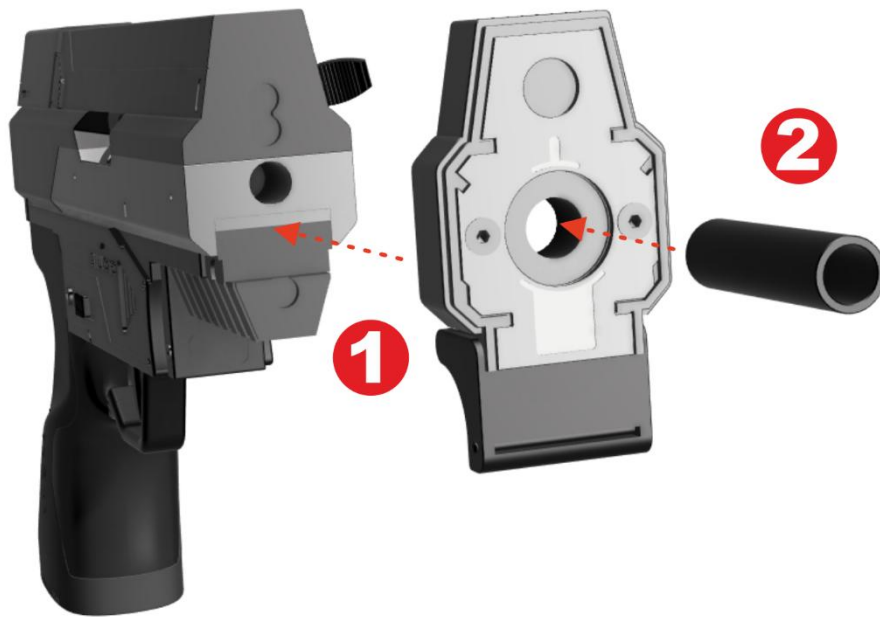
1. Glue Rear Cap onto rear of Receiver assembly using 1 X Peg.
NOTE: If you are building the version with folding stock use Rear Cap Stock part instead and see next section for building folding stock.
You can continue with the SMG build without fitting the Rear Cap and simply follow the stock assembly in the next section.
2. Glue (minimally) Rear Cover onto the top of the Receiver assembly.
3. Screw in M3 Countersunk x 10mm screw through Rear Cover and into Receiver assembly.



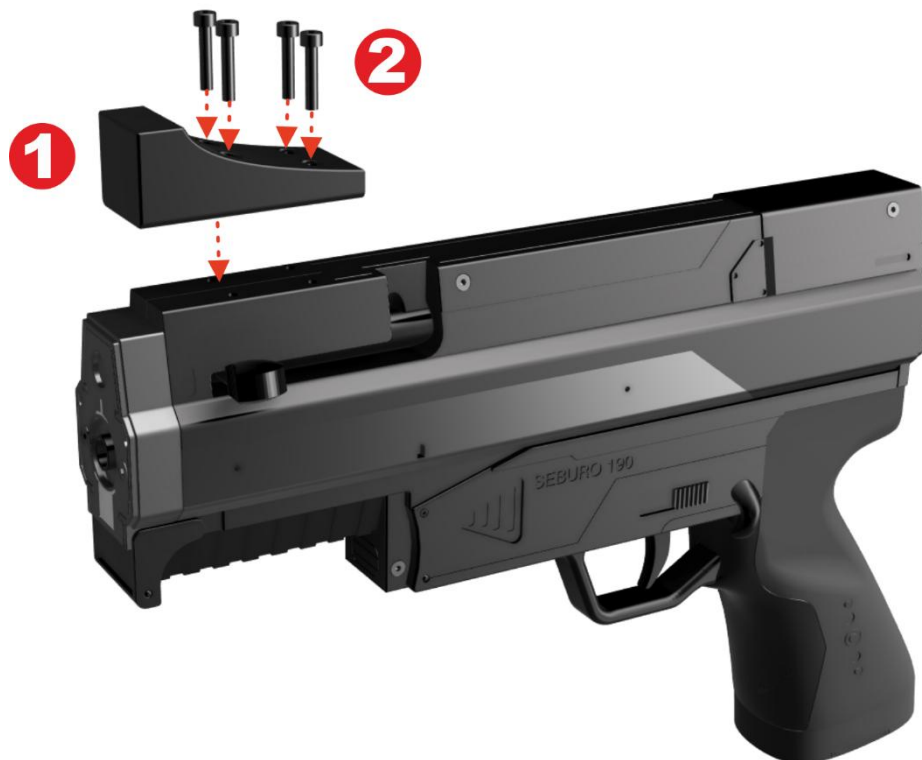
1. Glue Front Centre to Front using 1 X Peg.
2. Glue Front Face onto Front.
3. Secure Front Face to Front using 2 X M4 Countersunk x 10mm screws.
4. Glue Front Lower Lip Left and Right on each side of Front Centre.
5. Secure Front Lower Lips with Front Pin

The completed assembly should look like this:

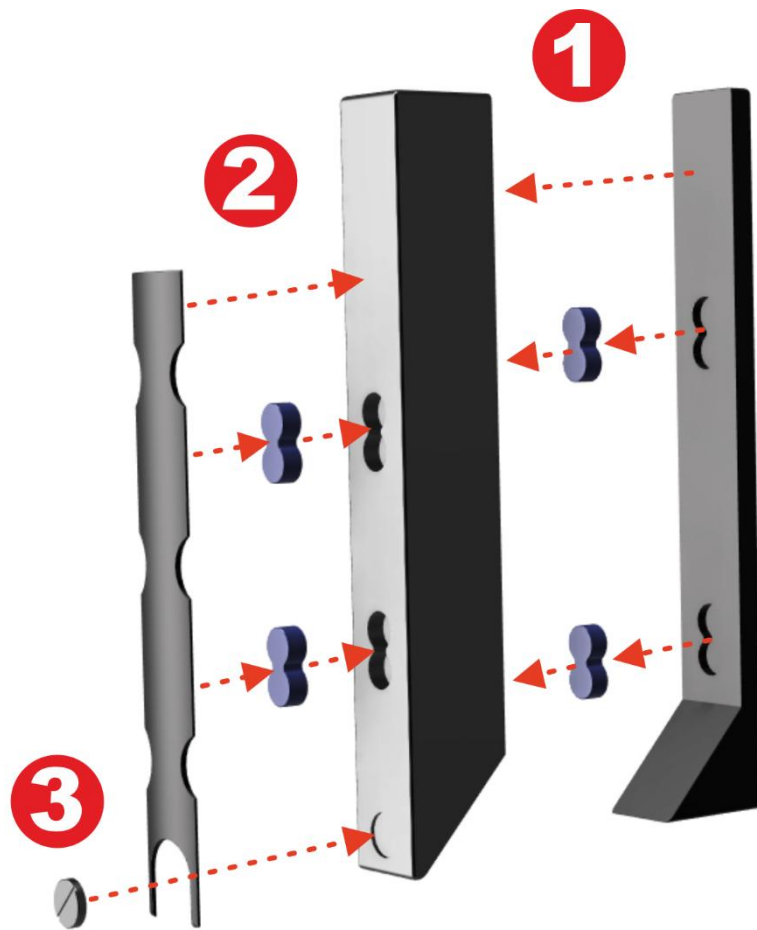




1. Glue the Front assembly to the front of the Receiver assembly.
2. Glue Barrel into place. Push all the way into the recess. This does not protrude much.



1. Place Front Sight on top of the Receiver assembly and align with the holes.
2. Secure the Front Sight using 4 X M4 Machine x 20mm bolts.

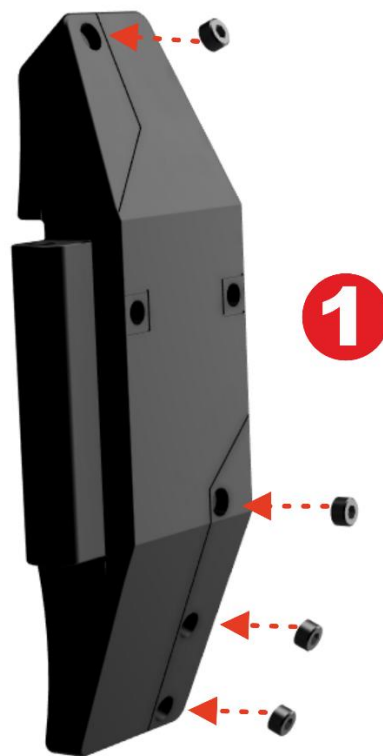


1. Glue Mag Rear onto Mag Front using 2 X Pegs.
2. Glue onto Mag Front Detail onto Mag Front using 2 X Pegs
3. Glue Mag Front Bolt onto Mag Front.

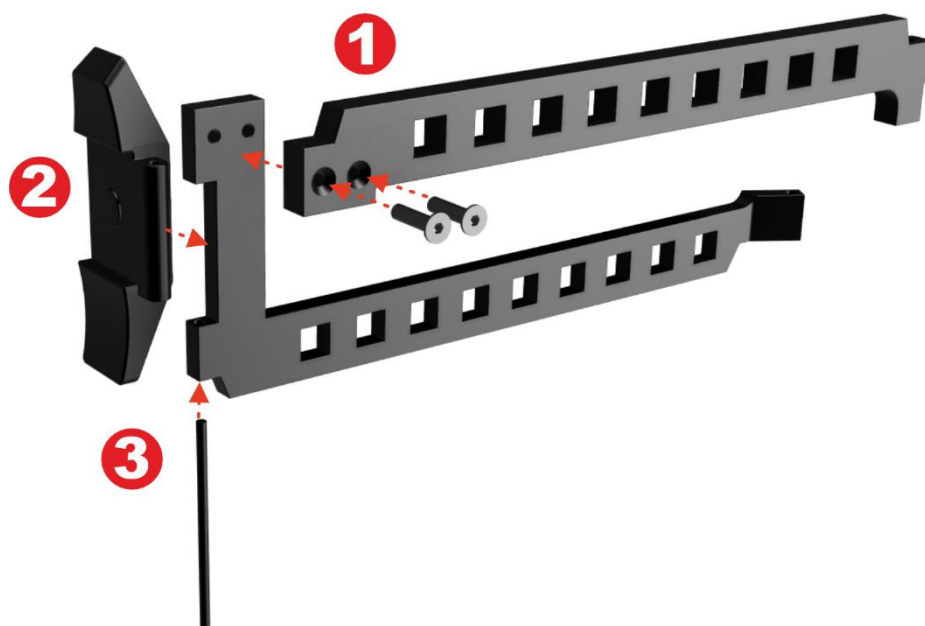


1. Insert Magazine assembly into weapon body. This is held in place by friction.

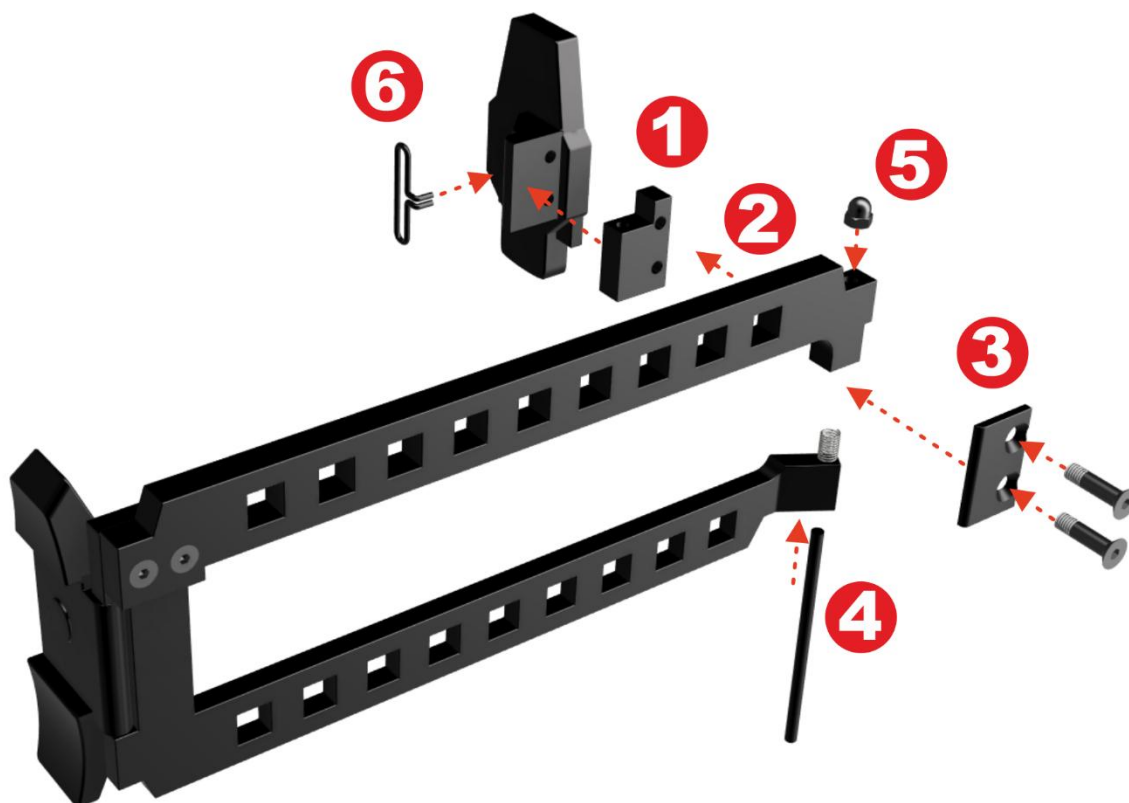
Stock Assembly



1. Glue 4 X Stock Butt Bolt Head parts into Butt.



1. Secure Stock Upper to Stock Lower using 2 X M4 countersunk 15mm screws.
2. Slide Butt into recess in Stock Lower. Note correct orientation.
3. Fix Butt in place by sliding in Butt Pin.



1. Position Hinge Core on Rear Cap Stock with holes aligned.
2. Position Stock Upper and Lower assembly over Hinge Core and Rear Cap Stock.
3. Secure everything together by clamping with Hinge Cover and fitting 2 X M5 countersunk 20mm screws.
4. Slide Hinge Pin up through the hinge hole at the bottom whilst capturing the Stock Spring. About 4mm of Hinge Pin should be protruding from the top.
5. Glue M4 Domed Nut to the exposed top part of the Hinge Pin.
6. Glue Sling Point into Rear Cap Stock.



1. Glue entire stock assembly onto the rear of the SMG.

Gallery

Ghost In The Shell Movie and Prop Images No Stock



Prop Photo Left No Stock



Prop Photo Right No Stock



Movie Still 1



Movie Still 2

Ghost In The Shell Movie and Prop Images With Stock



Prop Photo Left With Stock



Prop Photo Right With Stock

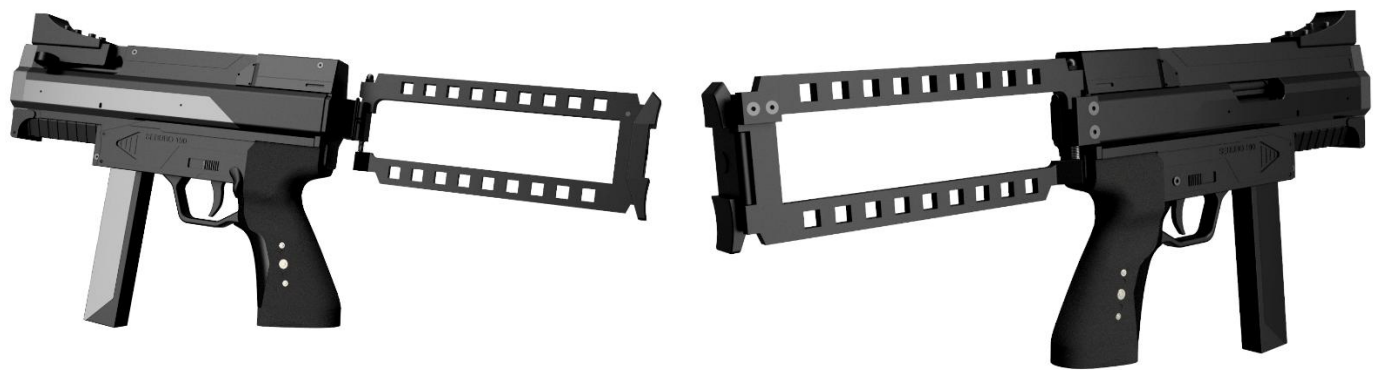


Movie Still With Stock

Duplex Designs Model Renders



3D Model Renders Right and Left No Stock



3D Model Renders Right and Left With Stock

Duplex Designs FDM 3D Printed Model



FDM 3D Printed Model Left and Right No Stock



FDM 3D Printed Model With Stock Deployed



FDM 3D Printed Model Left and Right With Stock Stowed



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