Duplex Designs' 3D Model of the Seburo M5

Introduction

This is a set of 3D files to print your own Seburo M5 pistol as seen in Ghost In The Shell and Appleseed anime.

This is Duplex Designs' take on this popular pistol. With this one we designed the weapon with quite a few parts and tried to combine the on-screen appearance with a semi-realistic mechanical operation and assembly.

Whilst not being viably operational, or contain all internal mechanisms, the following features allow for some movement:

- Slide will pull back.
- Trigger will move - if you fit a 4mmX10mm spring.
- The hammer will pull back - if you fit a 4mmX10mm spring.

The pistol mostly locks together using its own parts but there are four parts that will require some glue.

- The ejector could do with a spot of glue to secure it to the frame.
- The magazine base plate requires gluing to the magazine tube.
- The recoil rod should be glued into the locking block.
- Optionally glue the grip to secure it to the frame, although with the magazine release slid into place and the magazine present it is reasonably secure.

Why This Model Was Created

There are not many models out there with moving parts, so we gave it a go.

Project Skill Level Required

There are quite a few parts (Intentionally) but overall, a low skill level build. Designed for FDM printing a good fit can be obtained with a 0.4mm nozzle printing at 0.12mm layer height.

Only a couple of optional springs are required to assemble the model.

Hardware Required

The model can accommodate a couple of springs to allow the hammer and trigger to move.

Hardware List

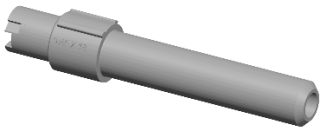
Trigger Spring *4mm x 10mm optional spring to fit behind Trigger.*

Hammer Spring *4mm x 8mm optional spring to fit under Hammer.*

These could be sourced from a retractable ballpoint pen. Simply snip to the required length.

STL Parts List

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



Barrel

Print X **1**

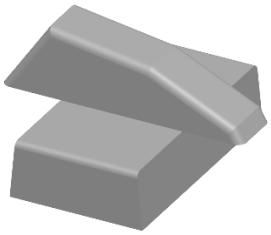
Ejector

Glued to **Slide**.

Print X **1**

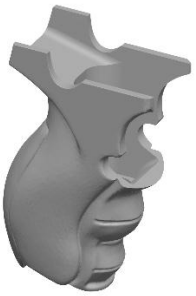
Frame

Print X **1**



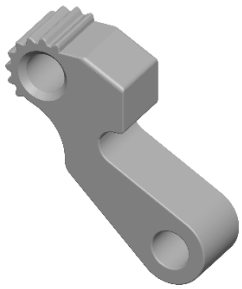
Front Sight

Print X **1**



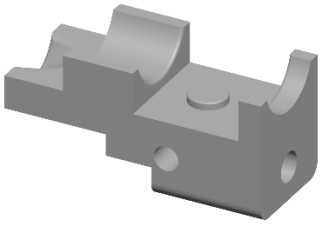
Grip

Print X **1**



Hammer

Print X **1** **100% Infill**



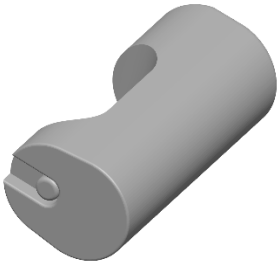
Locking Block

Print X **1**

Magazine Base

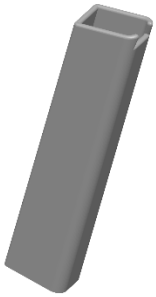
Glued to **Magazine Tube**.

Print X **1**



Magazine Release

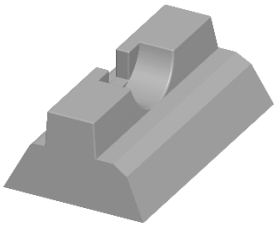
Print X **1**



Magazine Tube

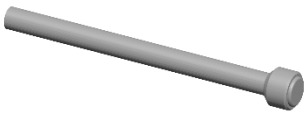
Glued to **Magazine Base**.

Print X **1**



Rear Sight

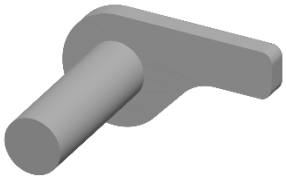
Print X **1**



Recoil Rod

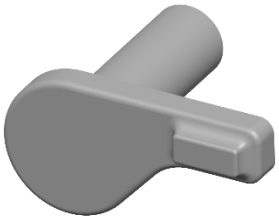
Glued to **Locking Block**.

Print X **1** **100% Infill**



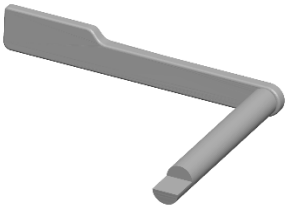
Safety Left

Print X **1** **100% Infill**



Safety Right

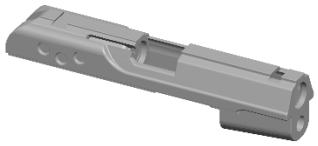
Print X **1** **100% Infill**



Slide Lock

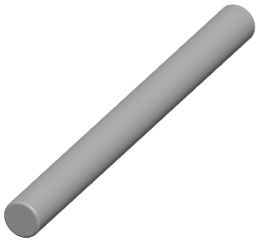
Be careful inserting through **Frame** as this is easily snapped.

Print X **1** **100% Infill**



Slide

Print X **1**



Trigger Pin

Print X **1** **100% Infill**

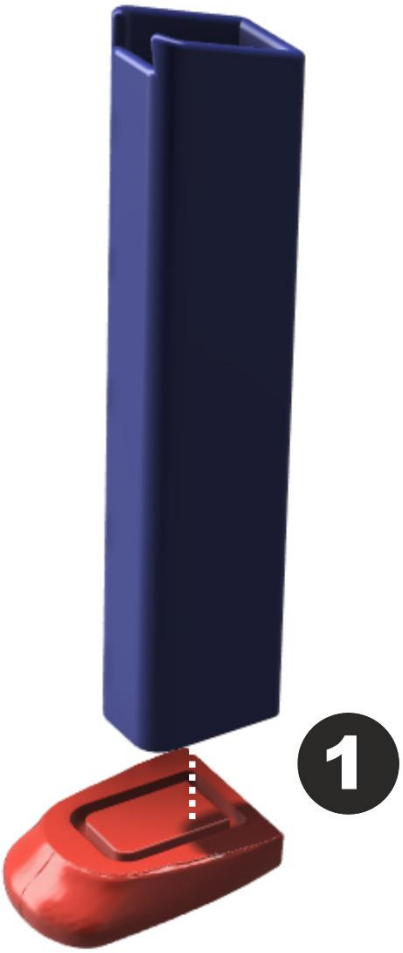
Trigger

Print X **1** **100% Infill**

Assembly Sequence

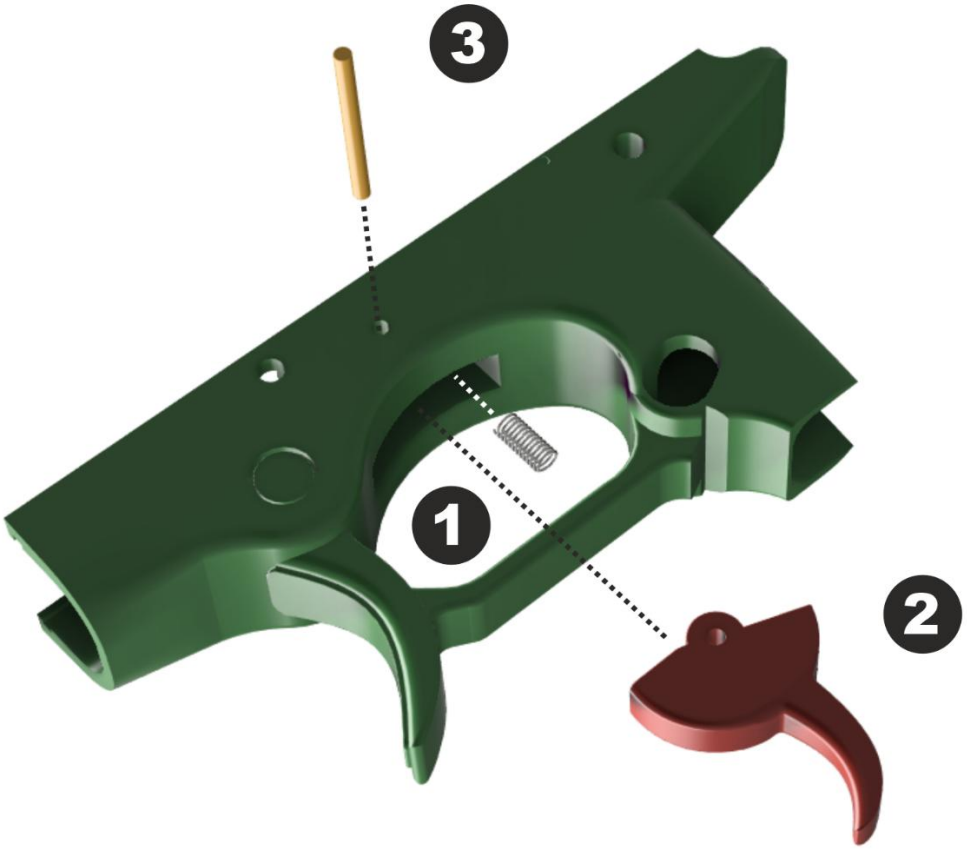
You will probably want to prepare and paint all parts before assembly.

Magazine Assembly



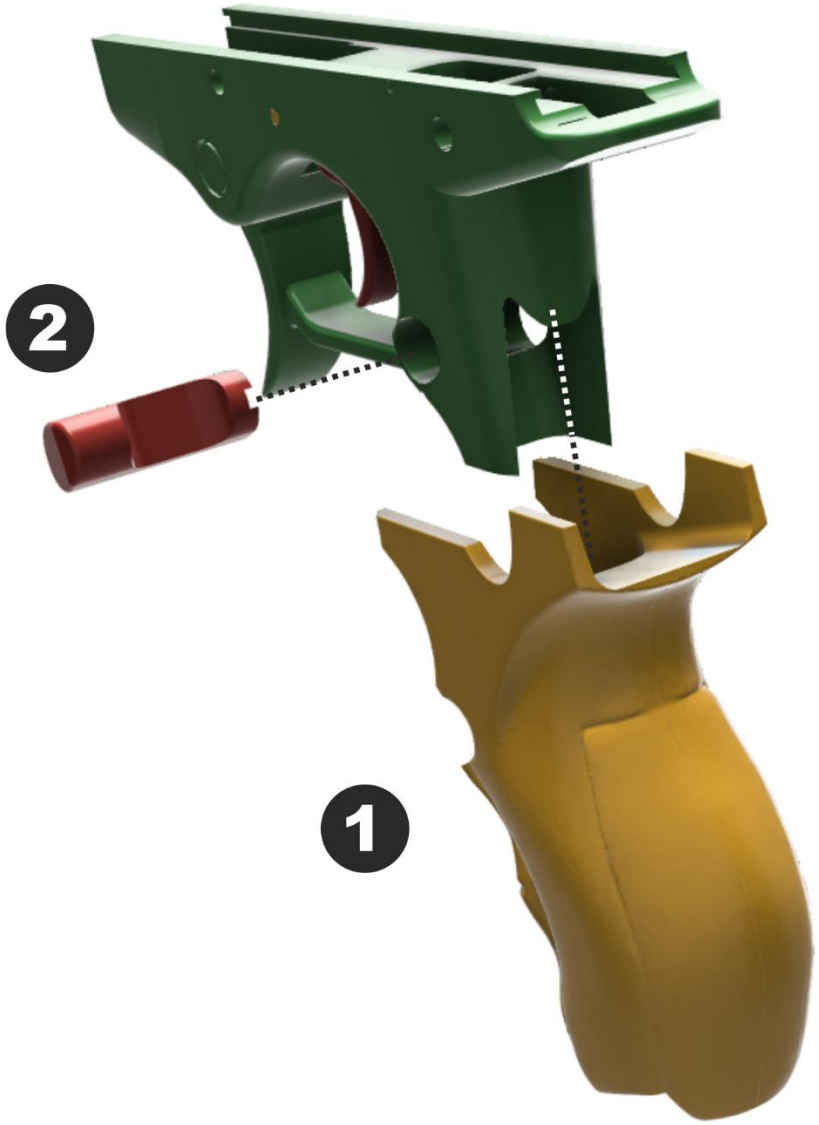
1. Glue **Magazine Base** to **Magazine Tube**.

Trigger Assembly



1. Optional spring. This sits in between the **Trigger** and **Frame** and sites in a circular recess.
2. Fit **Trigger** into **Frame**. It will fit, just find the correct orientation (Rotate clockwise and insert into finger hole in **Frame** and slide into recess). If the spring is fitted, hold the **Trigger** against the spring with the hole aligned with the hole in the **Frame**.
3. Insert **Trigger Pin** to hold **Trigger** in place.

Grip Assembly



1. Slide **Grip** onto **Frame**. You can optionally use a dab of glue to hold securely.

2. Slide **Magazine Release** button through **Grip** and **Frame** recess. Note that this is not a functional release and simply holds the **Magazine Assembly** using friction.

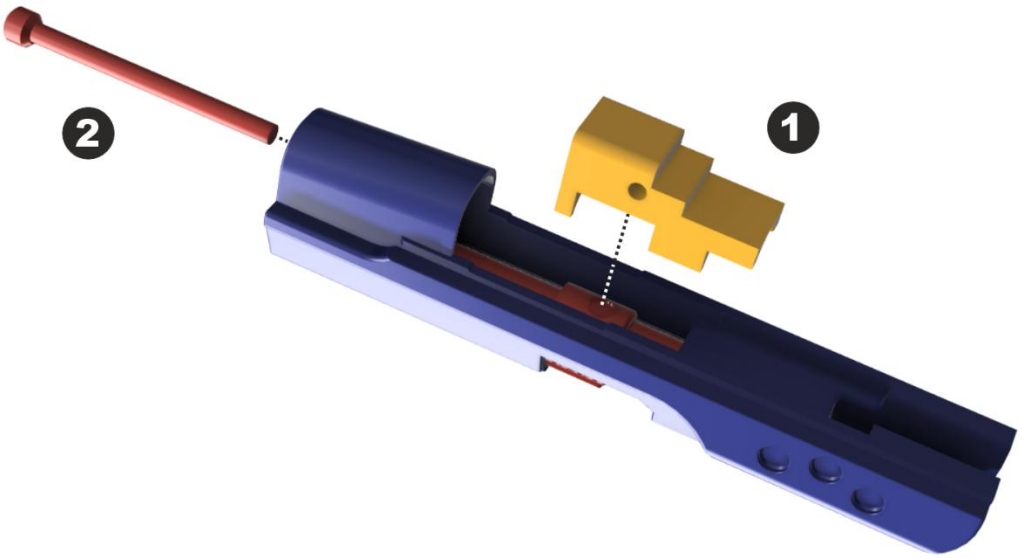
Hammer Assembly

1. If you use the optional spring, try and locate this in the hole in the **Frame**.
2. Sit the **Hammer** into position in the **Frame**. If the spring is fitted, then hold the **Hammer** against the spring to align the hole in the **Hammer** with the hole in the **Frame**.
3. Slide the **Safety Right** into the hole in the **Frame**. This should hold the **Hammer** in place.
4. Slide the **Safety Left** into the hole in the **Frame**. This should hold the **Hammer** in place.

Slide Assembly 1

1. Slide the **Barrel** into the **Slide**. Ensure that the circular recess on the **Barrel** is facing downwards. This is a tight fit but will push in. If you are having difficulty, then you can sand some material away from the **Slide** at the lower inside of the barrel hole.

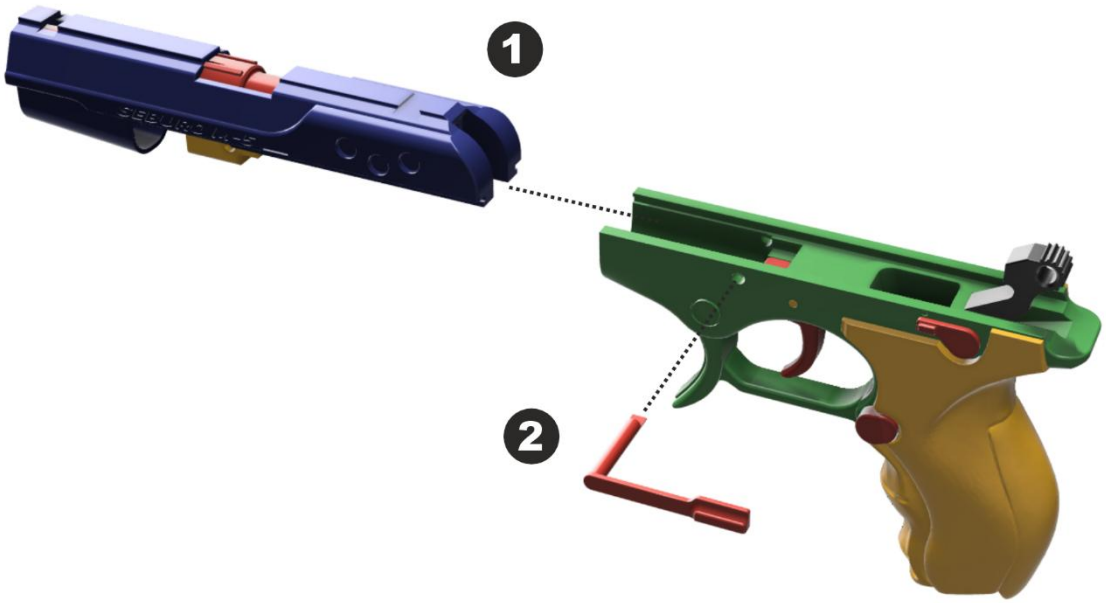
Slide Assembly 2



1. Push the **Locking Block** onto the **Barrel**. The circular recess on the **Barrel** will accept the circular stud on the **Locking Block**. You could optionally glue this.

2. Push the **Recoil Rod** through the hole on the front of the **Slide** and locate it in the hole in the **Locking Block**. You may need to glue this if it is not a tight fit.

Frame & Slide Assembly



1. Slide the whole slide assembly onto the **Frame**. You will be trying to align the hole in the **Locking Block** with the hole in the **Frame**.
2. Push the **Slide Lock** lever into the hole in the **Frame** and through the **Locking Block** to secure the slide assembly.

Sight Assembly

1. Slide the **Front Sight** into the **Slide** recess.
2. Slide the **Rear Sight** into the **Slide** recess.

Ejector Assembly

1. Fix the **Ejector** into the **Frame** with a spot of glue.

Final Assembly

1. Slide the magazine assembly up into the **Grip**. You may need to slide the **Magazine Release** button in or out slightly to allow the **Magazine Tube** to pass through.

Gallery

Ghost In The Shell Movie Images

Duplex Designs Model Renders

Slide Forward

Slide Back

Duplex Designs 3D Printed Model Images (FDM direct from printer)

Duplex Designs
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