

## About

The Splattershot is the default weapon from the upcoming Nintendo game *Splatoon*. After being revealed at [Nintendo's E3 Direct](#), I was eager to create something from this fun little game, so I chose to have a go at creating the ink gun that's used as the primary mechanic. I'm a fan of making functional props, so it was also a fun challenge for me.

Since I only had the single game trailer and [a promo art piece](#) for reference, I started building the gun around the template of a 2L cola bottle as the main holding tank to set the key scale I would be using for all my pieces. Comparing this bottle to the tank used in the game's version, I was able to slowly build up each part of the gun in an accurate scale to the original.

## Features

- Fires water from a detachable 2L bottle at the top of the gun through a 12v windscreens washer pump
- Air intake valve to the bottle to prevent pressure building up
- Trigger-activated
- Master power switch behind the grip
- Removable AA (or 9V) batteries for easy replacing/recharging

## Photos

[File:Splattershot-3.png](#) An early version of the full gun. [File:Splattershot-2.png](#) Internals of the grip and back housing, showing spaces for screws and switches. [File:Splattershot-4.png](#) The completed OpenSCAD design.

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