



2019 GAME DESIGNER GUIDE

The following is an option if the mold is neither complicated nor has a large quantity.
It costs less on both the design and sample.

STEP 1

Provide us pictures with dimensions

(If you have a real sample which is the same as mass production, you can start from Step 4 directly.)

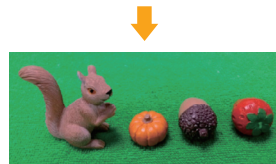


STEP 2

We will engrave an initial mold,
then make and fine tune / finalize a mock-up sample

Based on your picture, we will make a hand sample for your review.

With your feedback, we will do some subtle processing until the product fits your requirements.



STEP 3

Spray painting for the character color

we will paint by hands for some subtle parts.

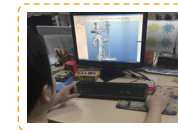
If you have exquisite demands for each part of your figures and the quantity is above 10 or more, kindly follow this procedure.

STEP 1

Submit illustrations to us.

GAMELAND designer will devise a 3D file for your reference.

(If you have the STL format of 3D file, you can jump to step 4 directly)



STEP 2

Finely adjust and finish the
final 3D digital model

From the various perspectives of the digital
design, you can check the whole model.



STEP 3

Print the real digital sample

When the 3D file finished, a 3D detailed physical waxen
sample should be printed for checking before making
the real injection mold.



PVC

STEP 4

Make a duplicates of the digital sample for the master model

When we cast the mold, we need to obtain a high level of details after physical decomposition. So the duplicates are for checking the detailed points.



STEP 5

Build and assemble the injection mold

with a series of complex chemical, electrical and physical processes. The whole cycle of machinery operation takes around 30 days. In order to improve the accuracy, modifications may be necessary. Finally, we produce a pre-production sample to confirm the quality before mass production.



Polyresin

STEP 4

Make silica molds

Silicon liquid is immersed into a physical model to achieve an initial cavity. Then we will cleave the part line and set up the sprues of the mold. Finally a series of silica molds can be produced after approving the production of the sample.



STEP 5

Release to manufacture

Adjust the pantone color to the liquid polyresin for injection molding. Then remove bubbles from material and put it in a vacuum sphere. Within an hour the model will be finished.



STEP 6

Mass production and further process

Figures will be taken off from a stand line one by one. Then an assemble or gluing process will be applied to some multipart characters, while some fine positions will be painted by hands. However, considering the high labor cost, a single color for figures is a good choice. During the stage of assembly, quality inspection is necessary.



STEP 6

Burnishing the edges

Sometimes some additional trimming and polishing may be necessary to make you figures look exactly as modeled.



STEP 7

Package

Each miniature can be assembled in a custom plastic tray.



Metal figures

Making metal figures is similar to PVC figures, first and foremost, the 3D files or prototype is needed. Anyone who is interested can contact sales@gamelandcn.com.





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