

# Nintendo Switch Final Report



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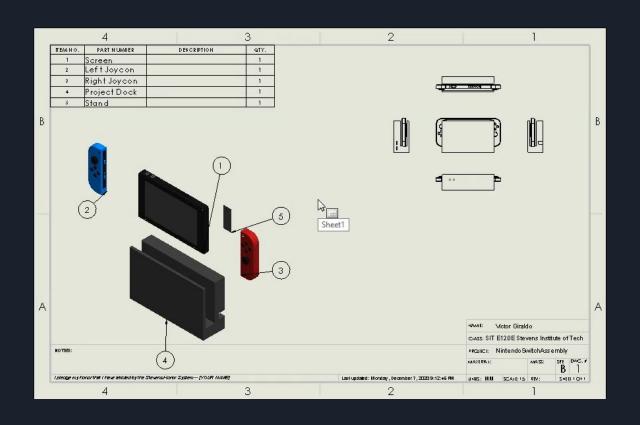
## Real-Life Object



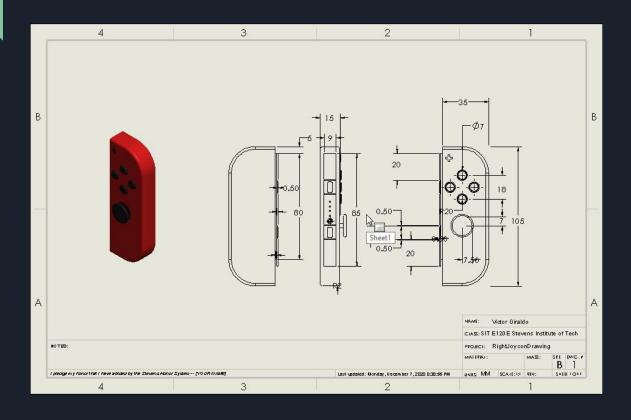
## Final Assembly



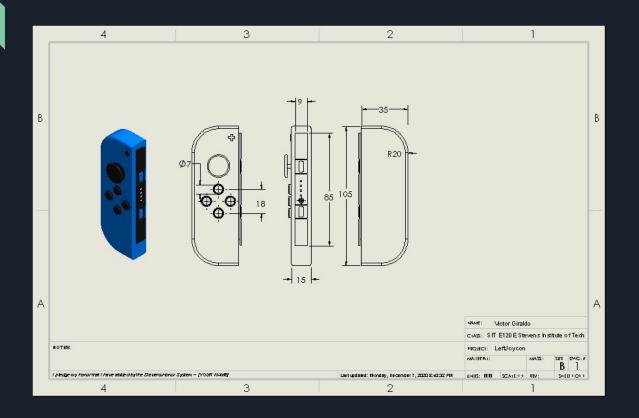
## Drawing - Full Assembly



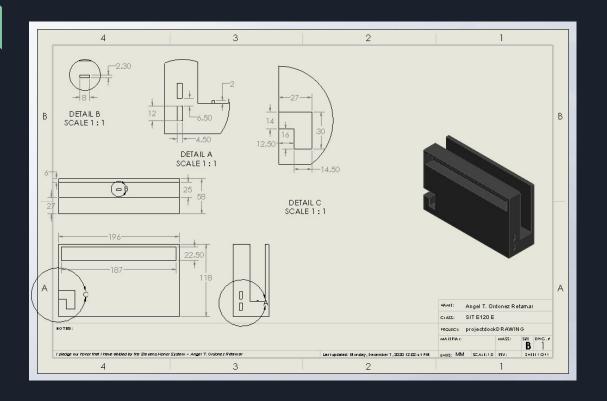
## Drawing - Right Joycon



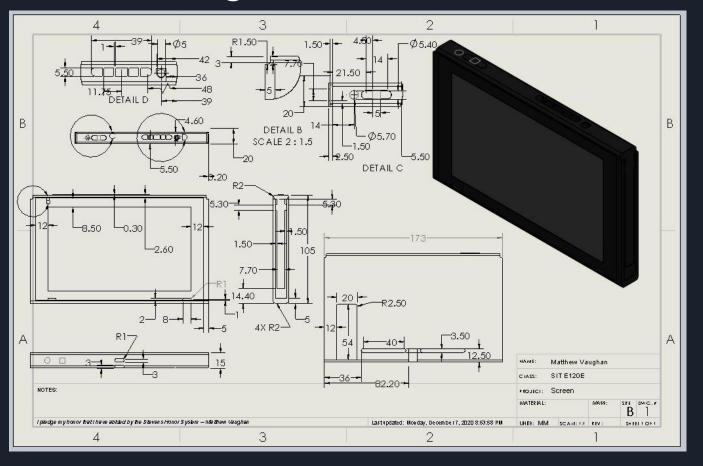
## Drawing - Left Joycon



## Drawing - Switch Dock



#### Drawing - Switch Screen



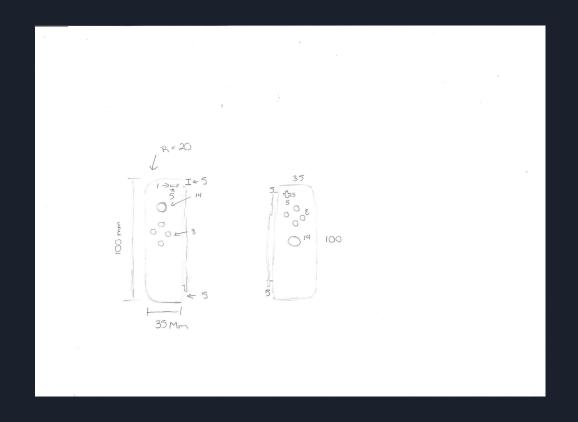
#### Challenges

One of the most challenging aspects of this project was the implementation of buttons of the switch. The buttons in our design required many small and precise measurements for small holes to fit our buttons into.

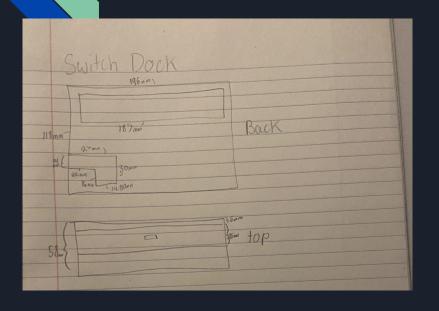
We ended up resolving this issue by using the chamfer feature to get the exact circles we needed for the holes to be able to fit the buttons into the design.

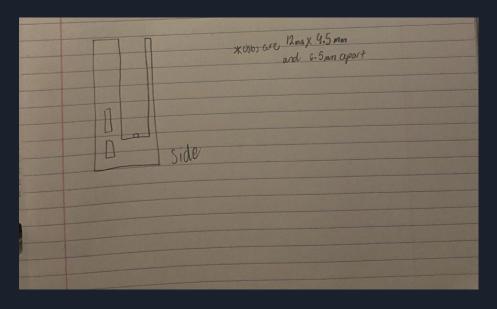
Overall, having to gather many small, precise measurements was one of the major challenges in our design, as the very small measurements with the imprecise caliper resulted in a lot of strain and work on simply gathering values.

## Rough Sketches

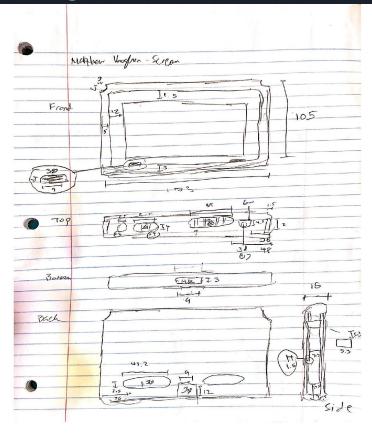


### Rough Sketches





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## Questions?