

Gaming Consoles



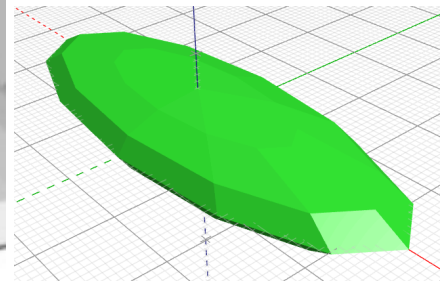
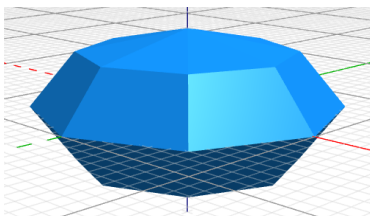
Recommended for middle school +, or elementary students with prior BlocksCAD/coding experience.

Students: Visit www.blockscad3d.com to start building! Create an account if you want to save your work.

Teachers: Check out the [2023 Teacher Guide](#).

If you're a video game company imagining new styles and shapes for your controllers and consoles, you need designers to first render them digitally before producing physical models to test out. What features do you think make for an optimal controller or a sleek console? What shapes can you use to create these designs in a CAD platform like BlocksCAD?

Two tools you'll likely need to create the shapes you want are the [scale](#) and [sides](#) blocks. Notice how in the example controller below the joystick is like a thin, octagonal sphere and the whole left handle is a sphere elongated in one direction and squashed vertically. Can you experiment with the scale and sides blocks to make the blue and green component shapes below?



Challenge Project: Consoles and Devices

It seems like the BlocksCAD user base must be full of gamers, because the public gallery is full of replicas of famous and imagined consoles. Can you design a realistic digital replica of your favorite gaming machine? Can you imagine and build what the PS7 or some other futuristic gaming company's product might look like?

