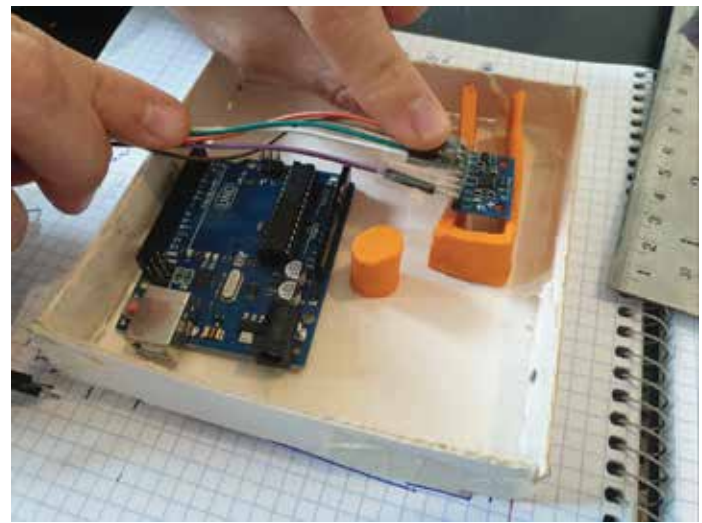
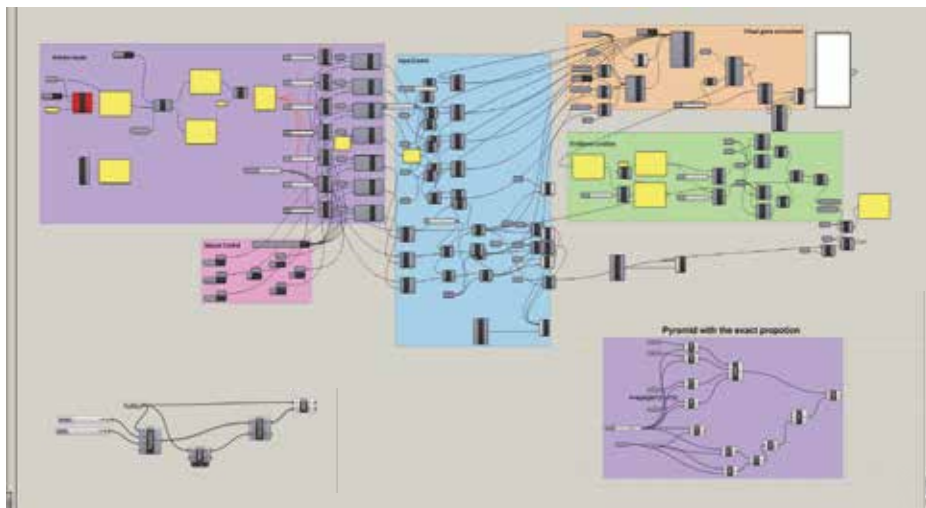




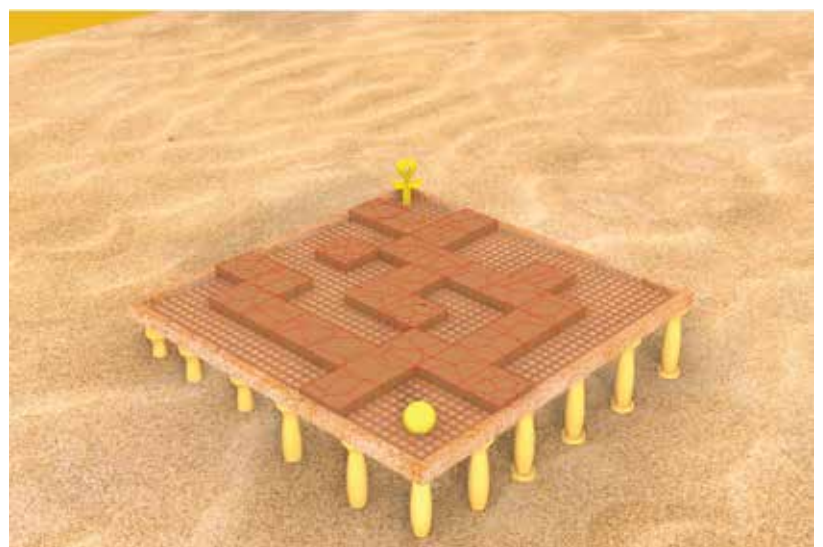
Model printed pieces for the controller using Blender and create assets for the game in Rhino.



Build a sample controller for cvchecks and sizes.



Our project grasshopper code system connecting to inputs from the arduino who detect controller gestures.



The game rendered in Rhino