# **Group Project: mechanical controller**

**Student Name:** Nathan Saccary **Week 1: March 7th - 13th**

## Thursday, March 7th ,2019

8 am.

Contacted James to let him know I will not be there for the meeting. (my hamstring in my left leg was in decent pain)

3 pm.

Messed around with fusion 360s settings some more to get used to them again.

## Friday, March 8th ,2019

8:30 am.

Digital circuits exam.

10 am.

Tried to finish one of my two remaining digital circuit labs. (I didn’t)

## Saturday, March 9th ,2019

Nothing of significance.

## Sunday, March 10th ,2019

Nothing of significance. (other than killing my sleep schedule)

## Monday, March 11th ,2019

8:30 am.

Finished up digital circuit labs.

10 am.

Created a fusion 360 model to see how hollowing out the controller and splitting in into 2 faces could be processed. Finished the model, turned it into a chair.

## Tuesday, March 12th, 2019

4 am.

Started creating the first prototype versions of the handles for the controller in fusion 360. While I'm working, I always look up videos and examples to make the process go smother and to insure I don’t get stuck somewhere along the way. I used this [video](https://www.youtube.com/watch?v=XD7HBFlIFMM) to show me how faces and the patch environment could be used in my process and well as this [video](https://www.youtube.com/watch?v=VPpbaKqTS2c) to help with the sculpting.

3 pm.

Hit a wall regarding how the grip will patch together with the controller base, going to attempt to create the controller base as a sculpt as well to see if it makes the process any smoother. More references:

<https://www.youtube.com/watch?v=_MPnyFKKH8k>

<https://www.youtube.com/watch?v=EO_2QsekC8g>

<https://www.youtube.com/watch?v=Jerea21nZQs>

<https://www.youtube.com/watch?v=gAmmN-6jR34>

<https://www.youtube.com/watch?v=3Oa1A4aSoWk>

## Wednesday, March 13th, 2019

5 pm.

Converting a “BRep” body to a “TS” body was not working how I expected so I’m creating the body AND the grips over again, but this time I will make them both in the same body.

7 pm.

Created a very rough form of half of the controller. The grips are a mess.

8 pm.

Smoothed out the grips and angled them. They now connect to the body. There are still some weird faces I’m trying to sort out.

12 am.

The full prototype model (excluding the buttons or analog sticks) has been finished in the sculpt environment. There is an error pertaining to a small portion of the surface geometry that has a “G1 discontinuity”. Currently troubleshooting what that is.

12:30 am.

If I remove the crease that is around the trouble area, I am able to turn the sculpt into a body, but it looks really bad. Decided to watch a webinar on [advanced sketching](https://www.youtube.com/watch?v=Dfxm8irfEhc) for the rest of the night.