DIY-Spacemouse

Figure 1: Finished Project

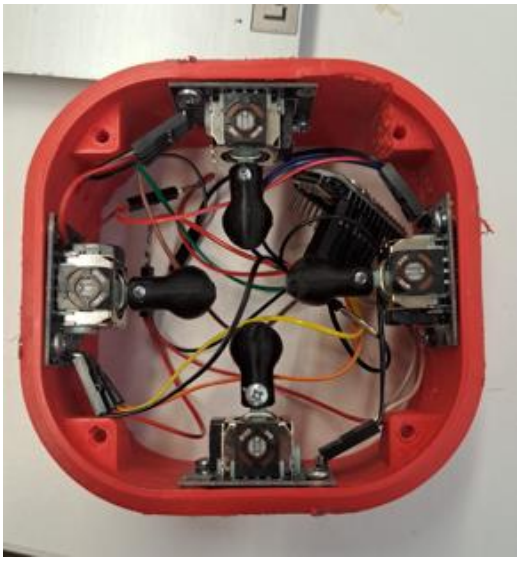

Figure 2: Insides of DIY-Spacemouse

When working with different CAD applications, you quickly notice that the movement controls vary from app to app and often require both hands. However, there is a commercial solution for this—the *SpaceMouse*. The only problem is that they are expensive. This led me to the idea of whether it would be possible to build one myself.

After some internet research and YouTube videos, I came across a project from the YouTube channel *TeachingTech*, which convinced me so much that I decided to build it myself.

The principle is quite simple: four joysticks capture the movements, which are then processed by an *Arduino*. The signals are then sent to *3DConnexion's* software, allowing the DIY *SpaceMouse* to function almost like the commercial version.

Conclusion: A cool and fun project that allowed me to develop various skills such as soldering, programming microcontrollers, and 3D printing.

Original project link:
Open-Source SpaceMouse – Space Mushroom Remix