

NINTENDO SWITCH GAME CARD CASE









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OBJECTIVE

- Create a game card case that fits Nintendo Switch games.
- Preferably a small game case holding three games.
- Can be used for both portability and display.





INITIAL GOAL

The initial goal was to to create just a single one of the game card cases for a Nintendo Switch Game Card Case.

If I could prototype a single game card case model to snugly fit a Nintendo Switch game, then I could duplicate that model to create a multi card case spanning up to fitting practically as many games as I need.





FIRST PRINT

The measurements with my calipers were 34mm length, 23mm width, 3.8mm height.

I added 2mm to each parameter to give the game card some room to fit into the card case and created a depth of 4.5mm inside the case.

The initial print was modeled using the 'shell' function in Fusion360 however, the print was unsuccessful.

There was no inlay/depth created to place the switch game cartridge.



SECOND PRINT

Instead of modeling this using 'shell', a sketch was created in the middle of the model which was then offset and extruded to create the inlay for the switch cartridge.

This inlay was successful on this print, however the initial parameters of the switch cartridge were off. From here, the switch game card case width was updated to 21.40mm and adjusting the parameters for the offset and

extrusion to properly size the inlay.



THIRD PRINT

After the parameters were updated to correct the deficiencies the last model had, the third and final print came out successful.

Nintendo Switch game cartridge fits snugly in the case.

Going forward, I will duplicate this prototype to create a full sized Nintendo Switch multi-game cartridge case.





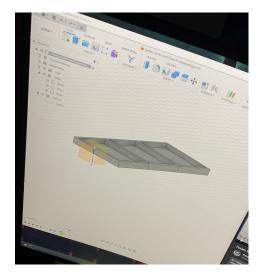
TRIAL AND ERROR



DUPLICATION

After the successful prototype, I was able to then clone the single model by using the rectangle pattern function. I then set the quantity and parameters of the case to fit three

Nintendo Switch games.



FINAL PRODUCT







THINGS I WOULD CONSIDER ADDING







