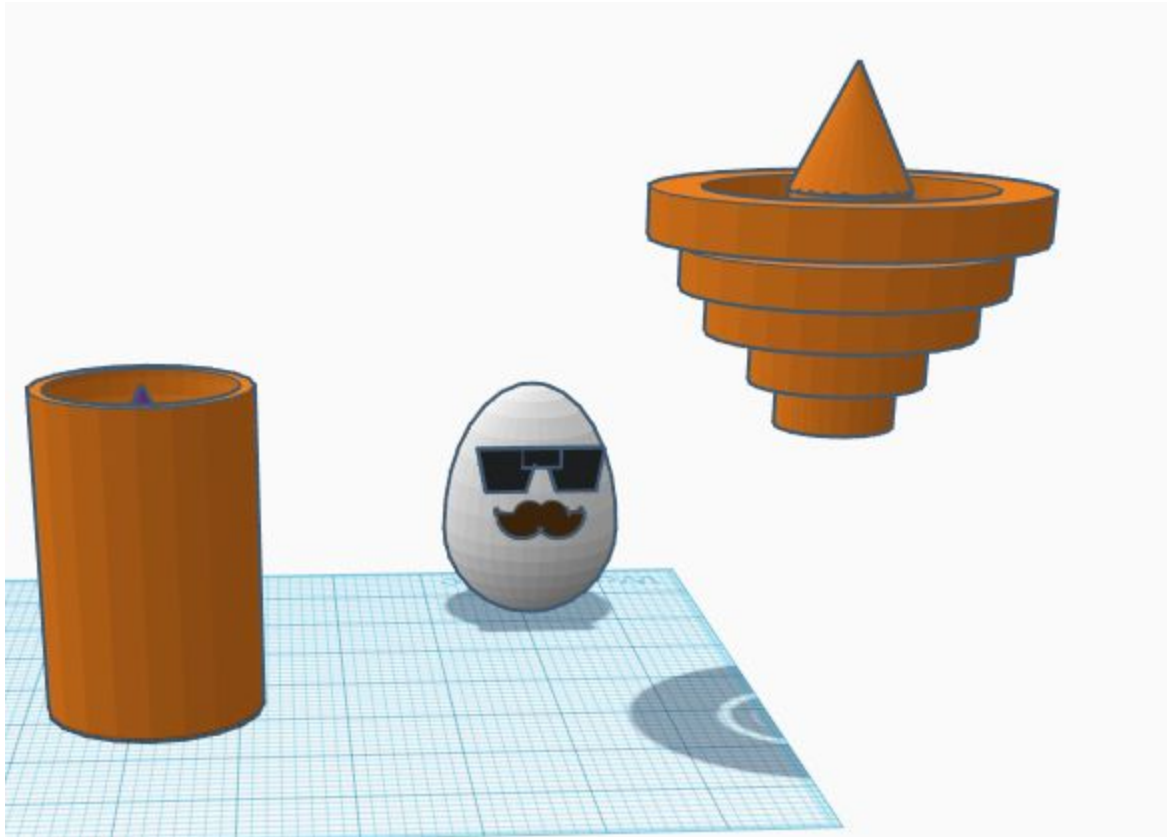


3D Printing Write Up

Patrick Hurtado

Part 1

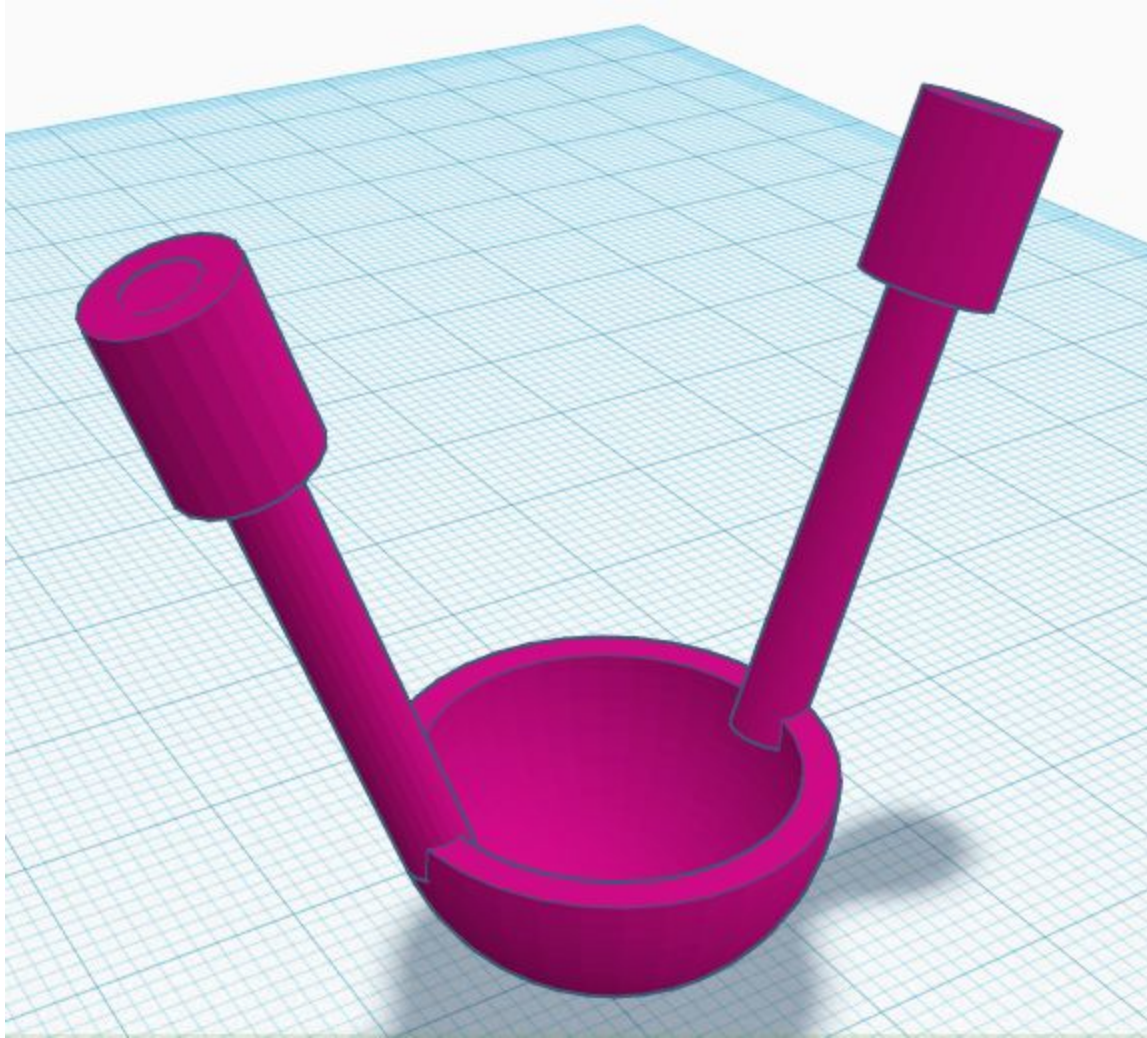


Part 2

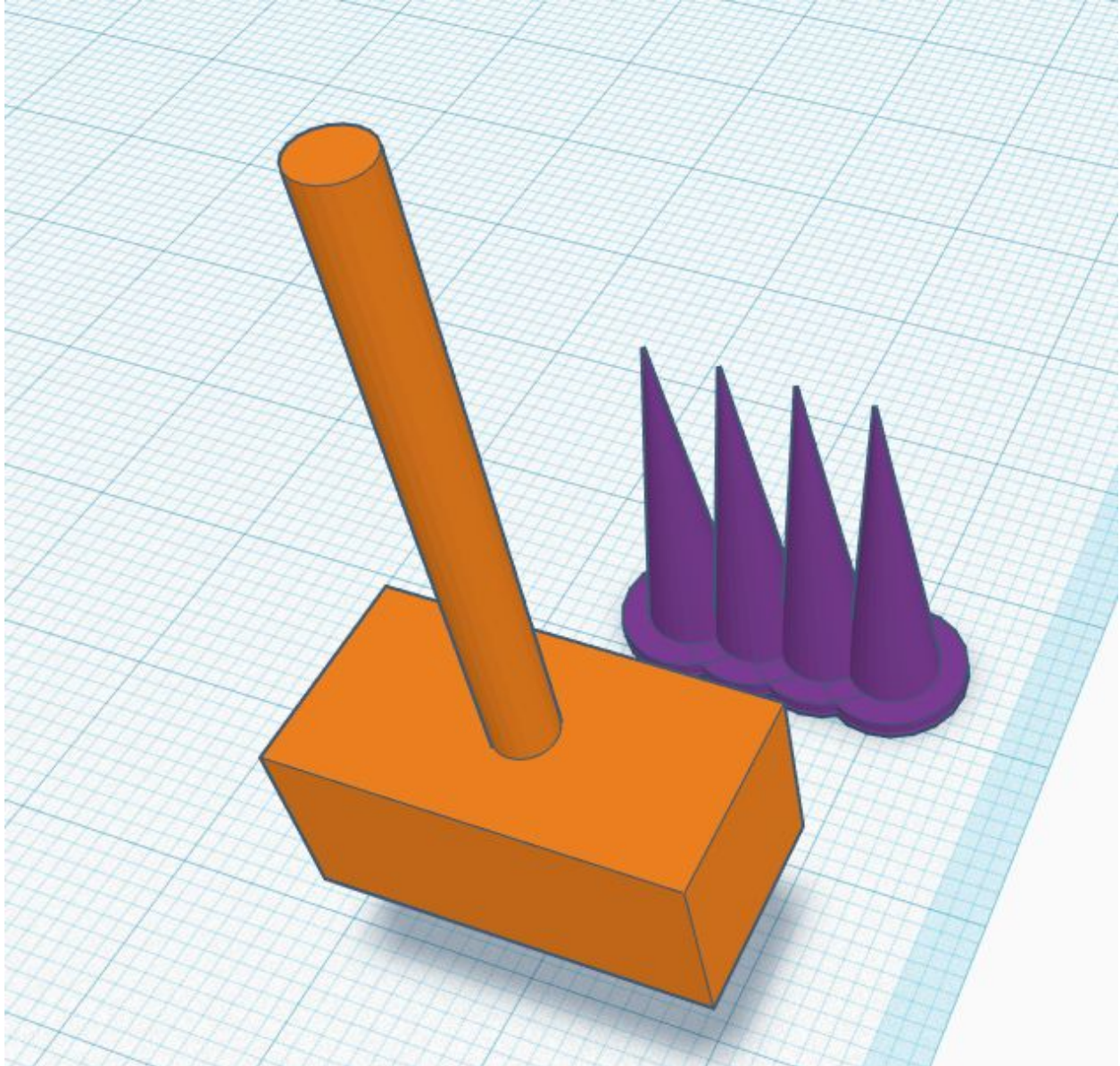
Flatware

I chose to create flatware that was designed with two-handed people in mind.

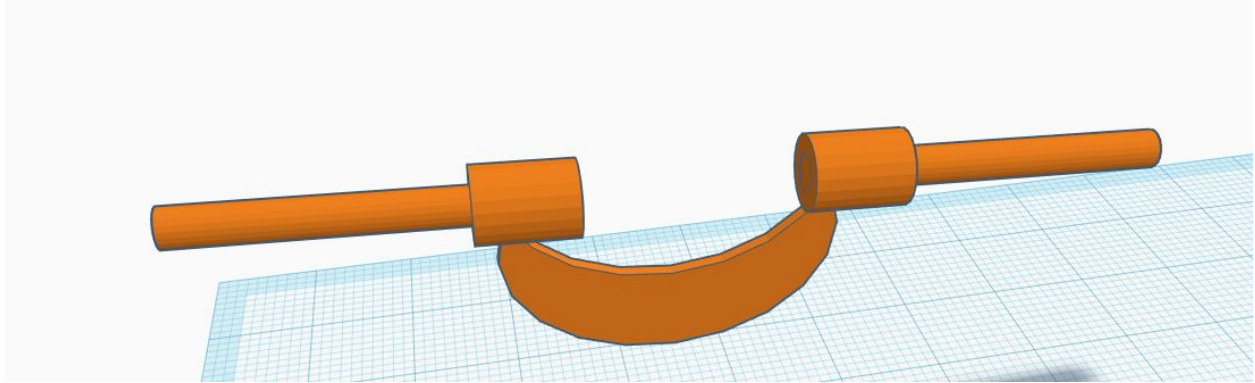
Therefore, all of the utensils were designed to be only usable with two hands.



The first piece of flatware was the spoon. The user is meant to grab both handles and lower the bowl into the liquid of choice. Once the bowl is full, the user can lift the bowl back up and pour the contents into their mouth.



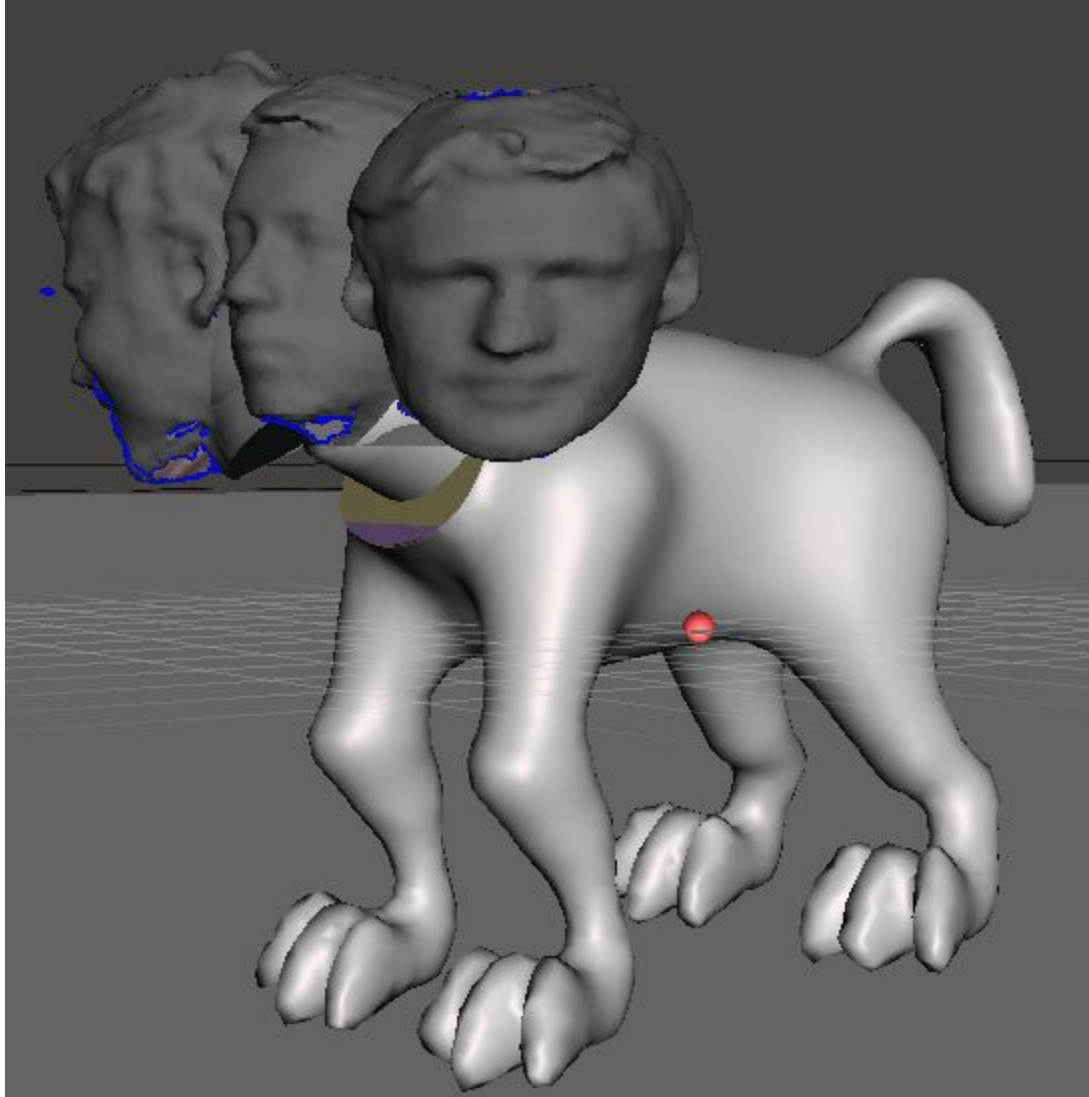
The fork is a two-piece mechanism, theoretically tied together by a strand of rope. The user must choose a piece they wish to consume, and then nail the nails into it using the main fork. Once in, the user can then pull, causing the nails to pull onto the meat and be lifted off the plate. The user can then consume.



The knife works similar to a pizza cutter. To cut, simply use two hands to rock the knife back and forth to the item that needs separating.

Famous Art Piece

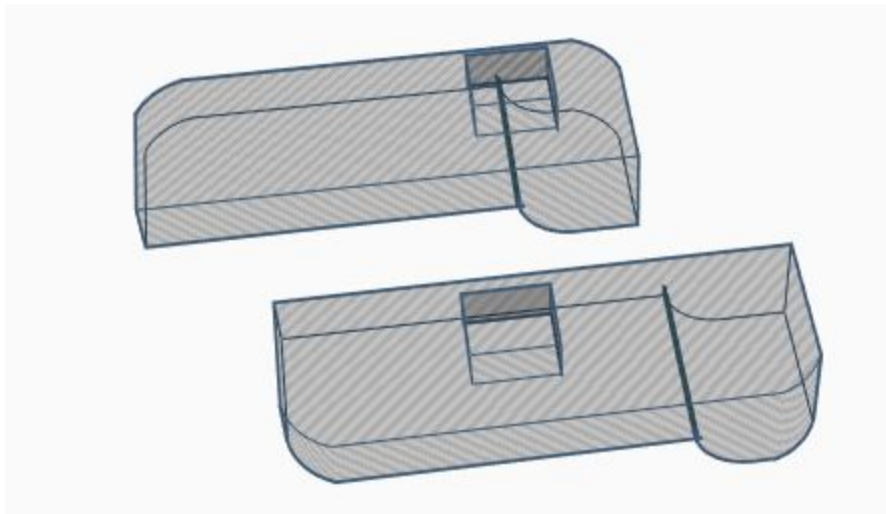




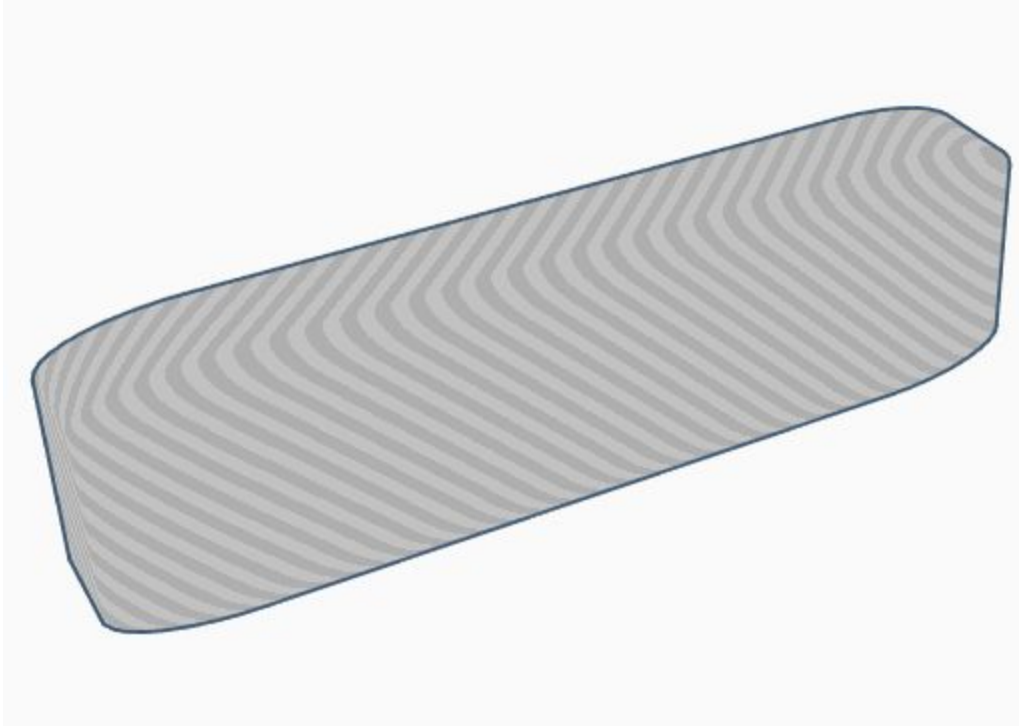
I chose to recreate Cerberus from the Disney movie *Hercules*. The movie is relatively famous, meaning that all art which comes from this is also famous. I chose to recreate the drawing by first finding the body of a dog in Meshmixer, and adding scans of my head and the heads of my friends onto the dog body.

Part I Need

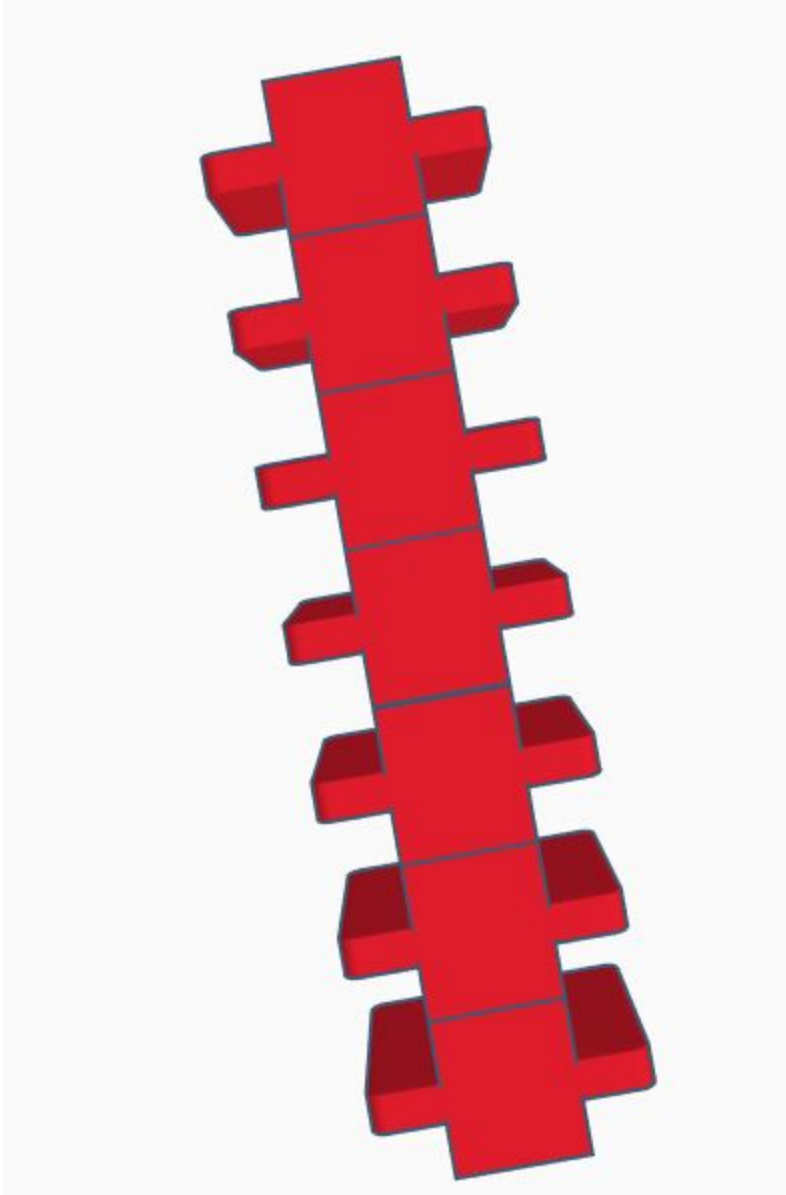
I chose to create a Switch Case for the Nintendo Switch peripherals I have. I have four Joy-Cons and four straps, as well as many Nintendo Switch games. When two Joy-Cons are plugged into the Switch console, that means two joy-cons and four straps are simply left floating about. So, the project was meant to place it all in one container.



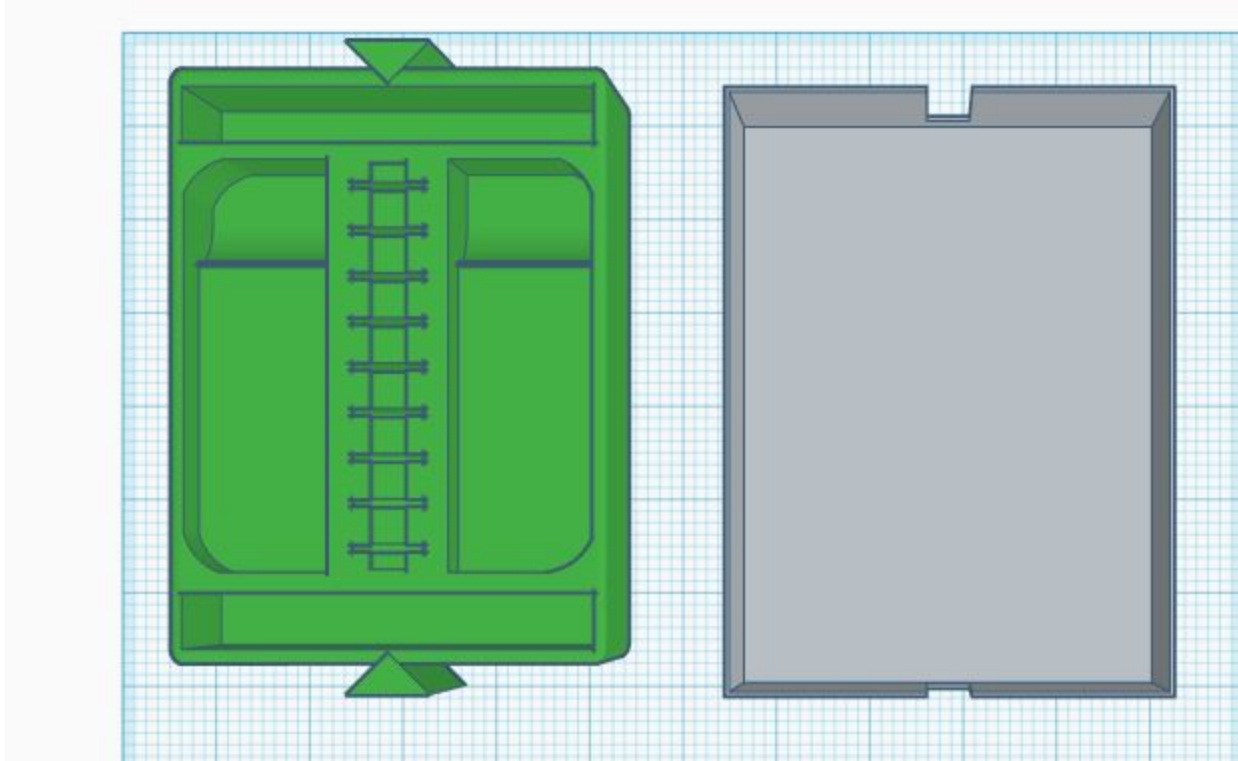
The joycons were the first to be designed. They needed to account for the irregular back of the joycon, as well as the joystick on top. Both the left and right one had to be designed, as the placement of the joystick, as well as the body orientation, is different and must be accounted for.



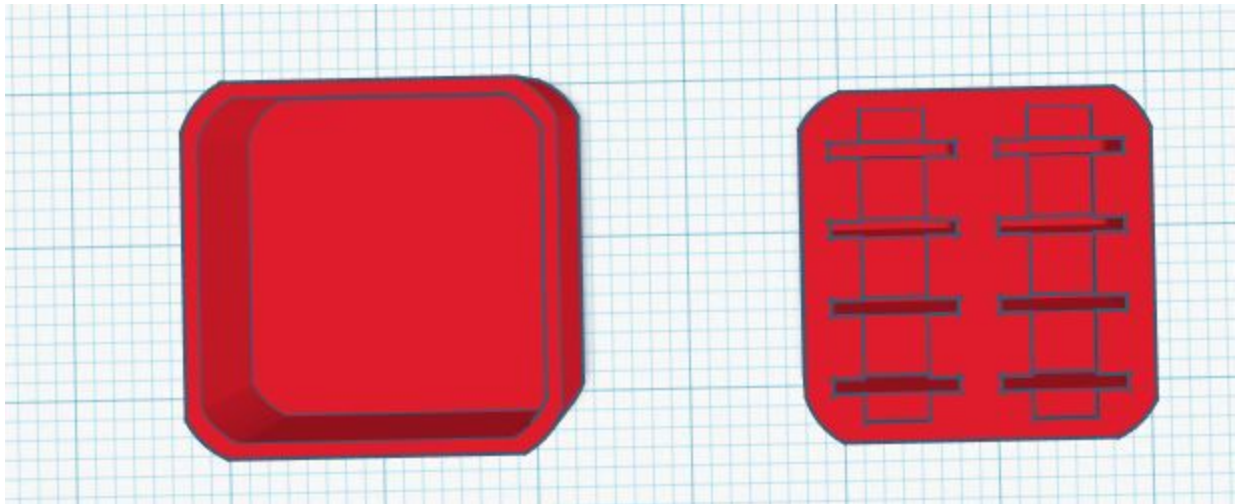
The straps holder was designed next. Since these simply needed a place to stay, I chose to create a simple cavity deep enough to contain two straps, as well as wide enough to also contain the wrist strap that is attached to the body.

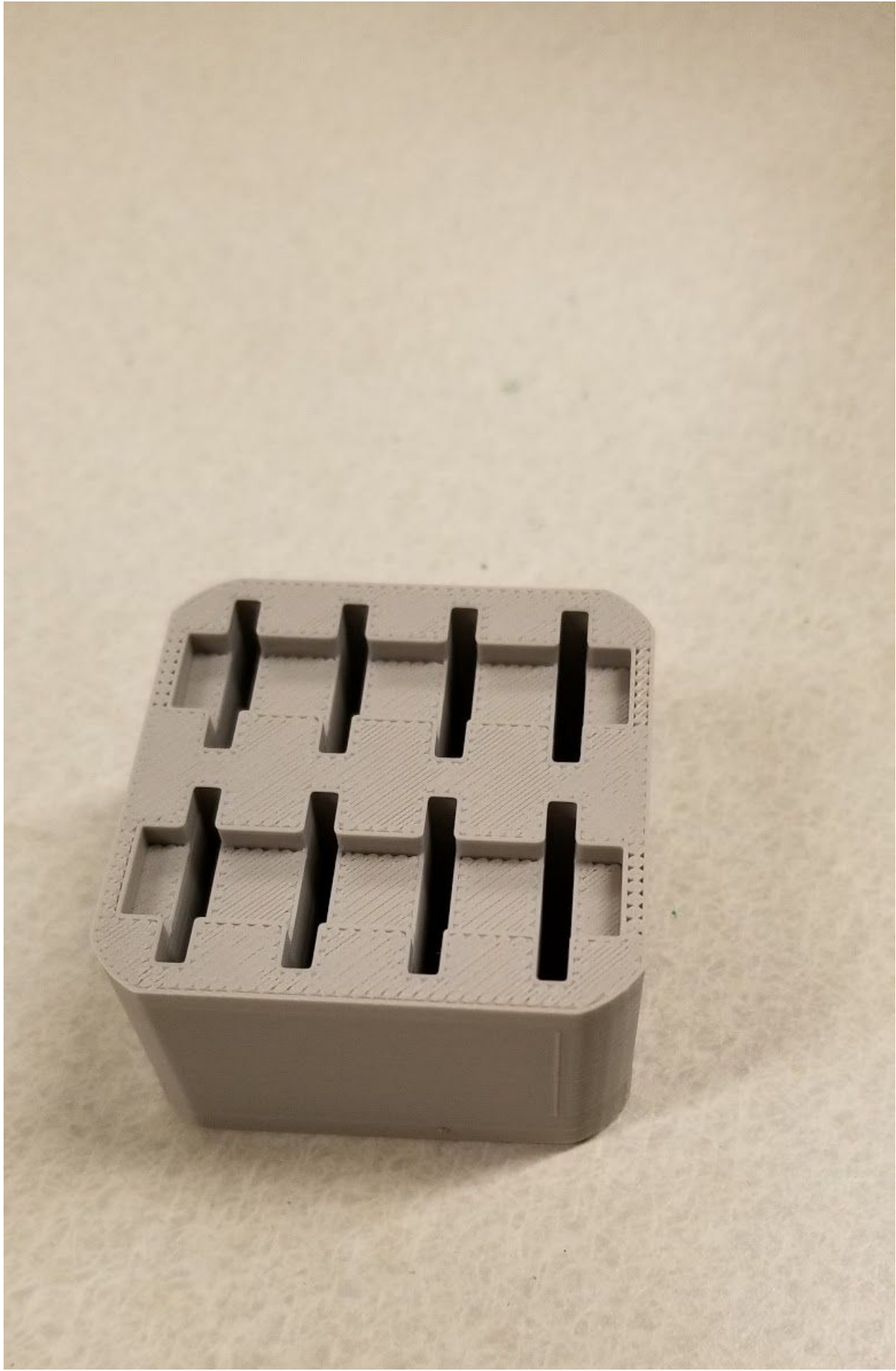


Finally, I wanted the case to also be able to hold Nintendo Switch games. I also designed it to allow space for two fingers to grab the game itself.



This is the finished design. However, printing it would have costed \$45 dollars, so I chose to make a smaller version which would simply hold the game cartridges.







Unfortunately, I took measurements inaccurately, so the final product does not hold Nintendo Switch cartridges.