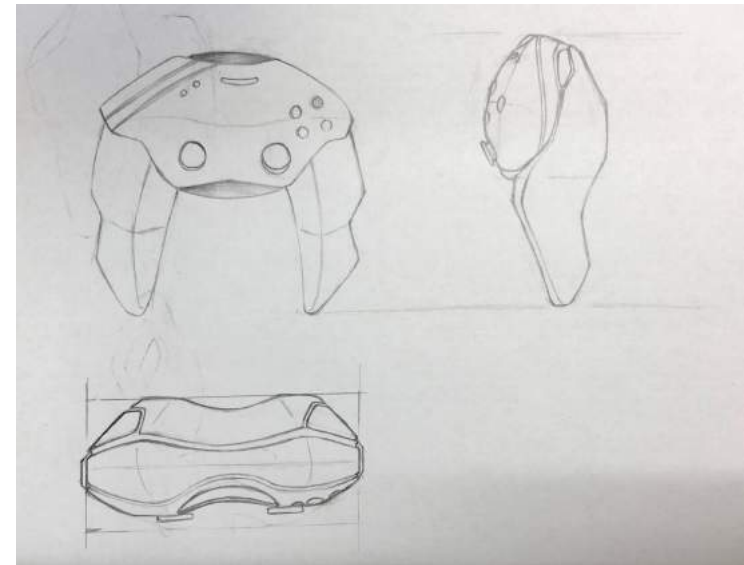
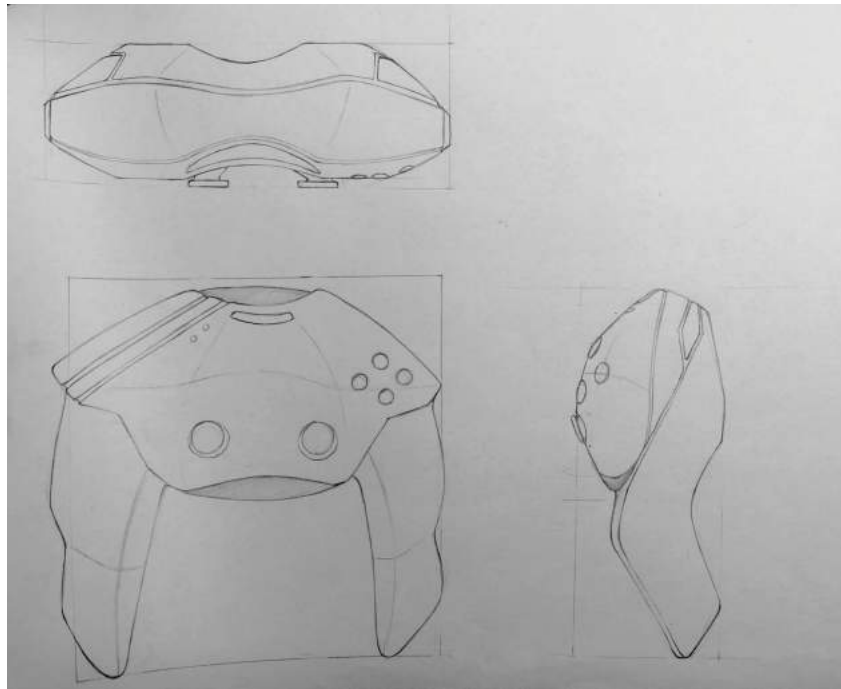


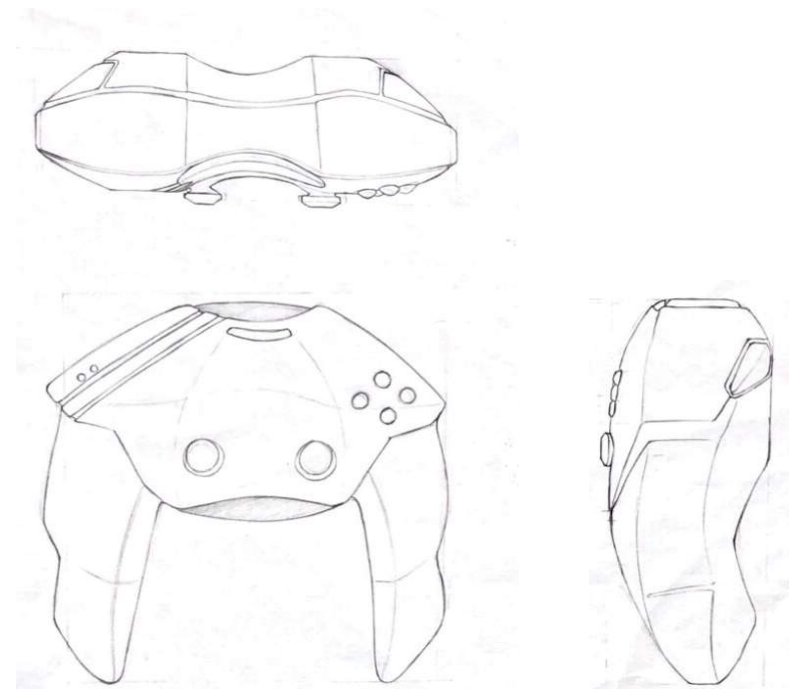
INITIAL IDEA INSPIRED BY A CRAB



FIRST REFINEMENT

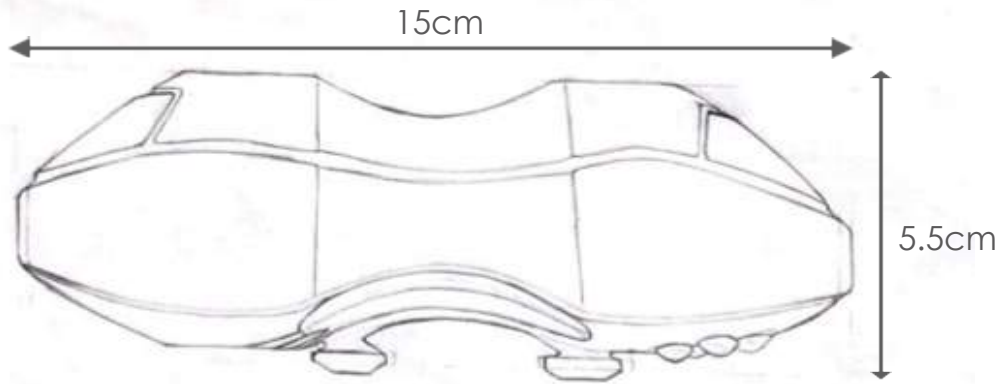


SECOND REFINEMENT

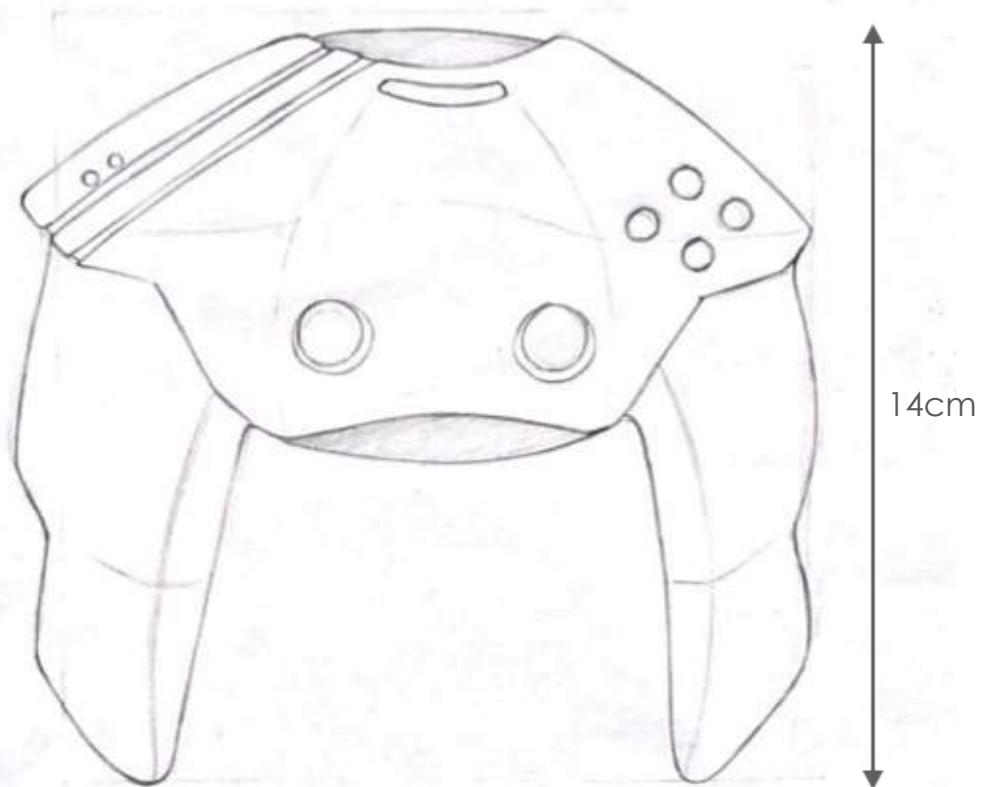


FINAL REFINEMENT

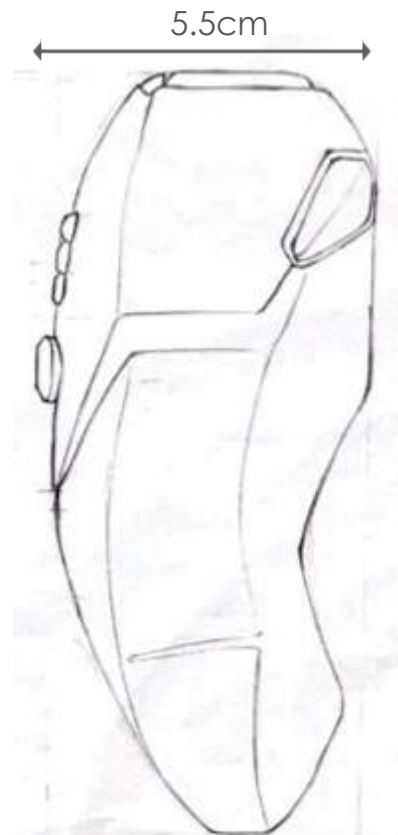
SITI KHADIJAH BINTE ROSLI
U1830074G
ORTHOGRAPHIC DRAWING



TOP VIEW



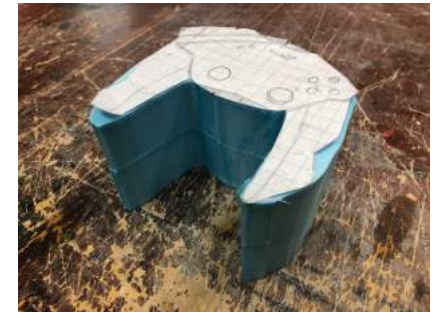
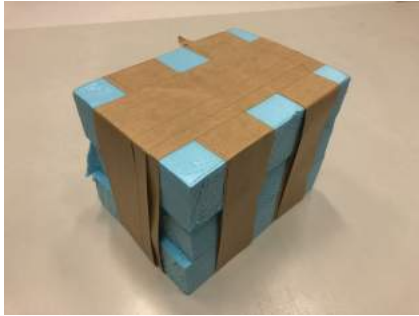
FRONT VIEW



SIDE VIEW

SCALE 1:1

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MODELMAKING PROCESS (1)



Shaping the form of the gaming controller



Rough shape of the object

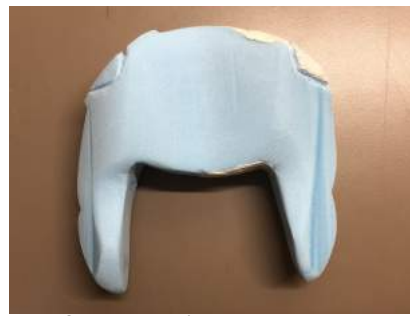
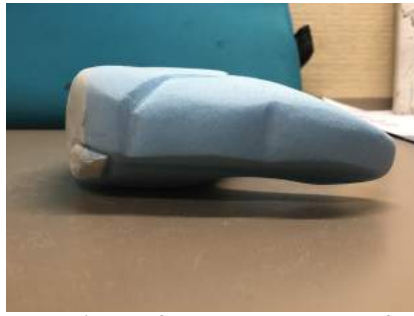


First round of sanding



Adding epoxy and sanding the streamline of the form

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MODELMAKING PROCESS (2)



Using soft clay to add the features of the gaming controller



Second round of sanding



Addition of two layers of wall putty



Sanding and smoothing of the overall shape for a nice finishing

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MODELMAKING PROCESS (3)



Final sanding process



Spray painted my fmodel black



Addition of matte varnish and painted the buttons

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FINAL MODEL

