Super Nintendo Controller
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Engineering Design 100
Isometric View of Super Nintendo Controller Created in SolidWorks

Front View of Super Nintendo Controller Created in SolidWorks

Side View of Super Nintendo Controller Created in SolidWorks
I decided to create a Super Nintendo controller for my personal CAD project. One of my favorite ways I spend my free time is playing video games. Some of the first games I ever played were on the Super Nintendo. One of my earliest memories playing video games is a long summer night of playing Super Mario World all the way to the end with my brothers and sister. Obviously we still own our Super Nintendo, because no one would ever get rid of something as cool as that, and used a controller I own as a reference for my design. For the most part, the controller has a simple design. I extruded the base for the face of the controller, then extruded cuts into the face for all of the buttons. I used a revolved base for the circular buttons and a swept base for the wire attached to the top of the controller. A new feature I used was a boundary base. I used this when creating the plug for my controller. The entire controller does not have a sharp edge, so I used a fillet on every corner of my design. The most difficult part of my design was getting the correct layout for the buttons on the face of the controller. The measurements between buttons were difficult to take due to the angle that the buttons are at. Having a reference for measurement that could be translated to a spot on my SolidWorks design was problematic and required me to take different measurements than I originally took. This part took the most time, but was also the most important because the layout of the controller is part of its iconic look. The Super Nintendo controller was fun to design because I am interested in video games and that made me want to be as precise as possible so I did not mess up a design that is important to me.