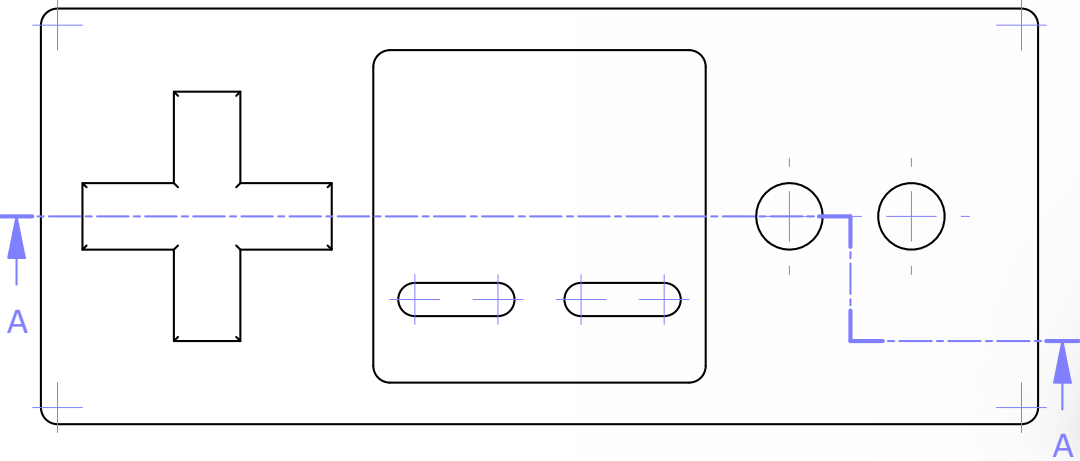
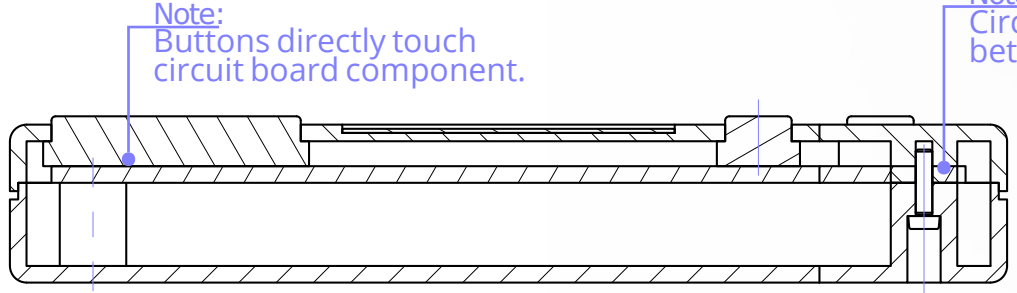




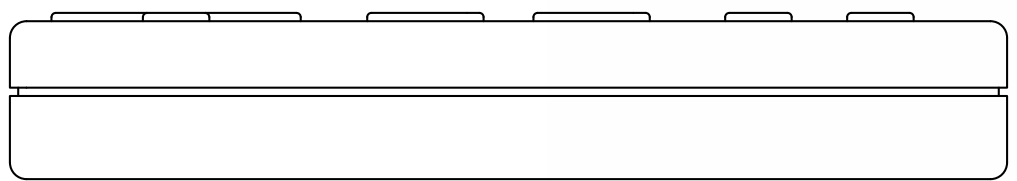
DRAWING TITLE:	GAME CONTROLLER
COURSE OR LEVEL:	HIGHER GRAPHIC COMMUNICATION
CHALLENGE VERSION :	V1_0320
SCALE:	NTS
NOTES:	MODELLING PARTS TO PRECISION, USING A CAD LIBRARY AND BEING INVENTIVE IS KEY...



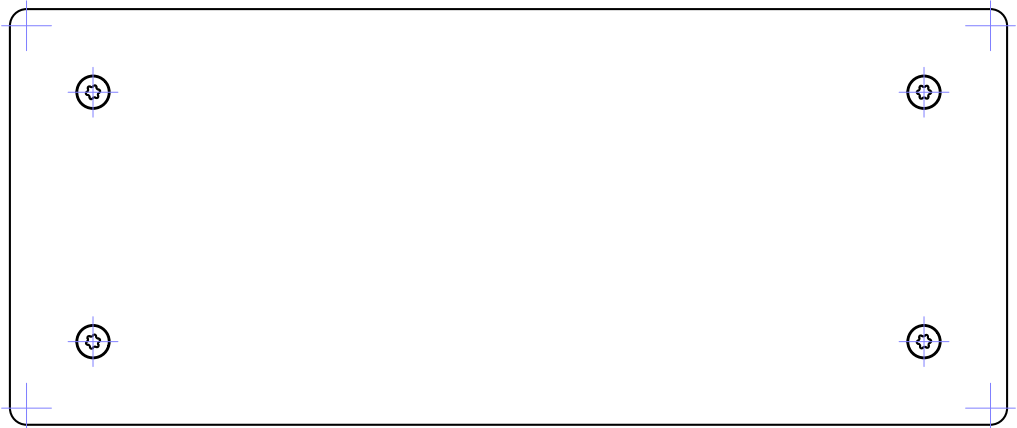
Plan



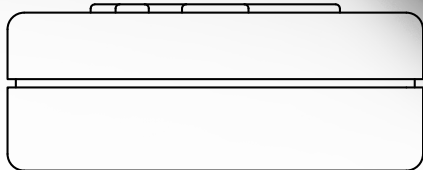
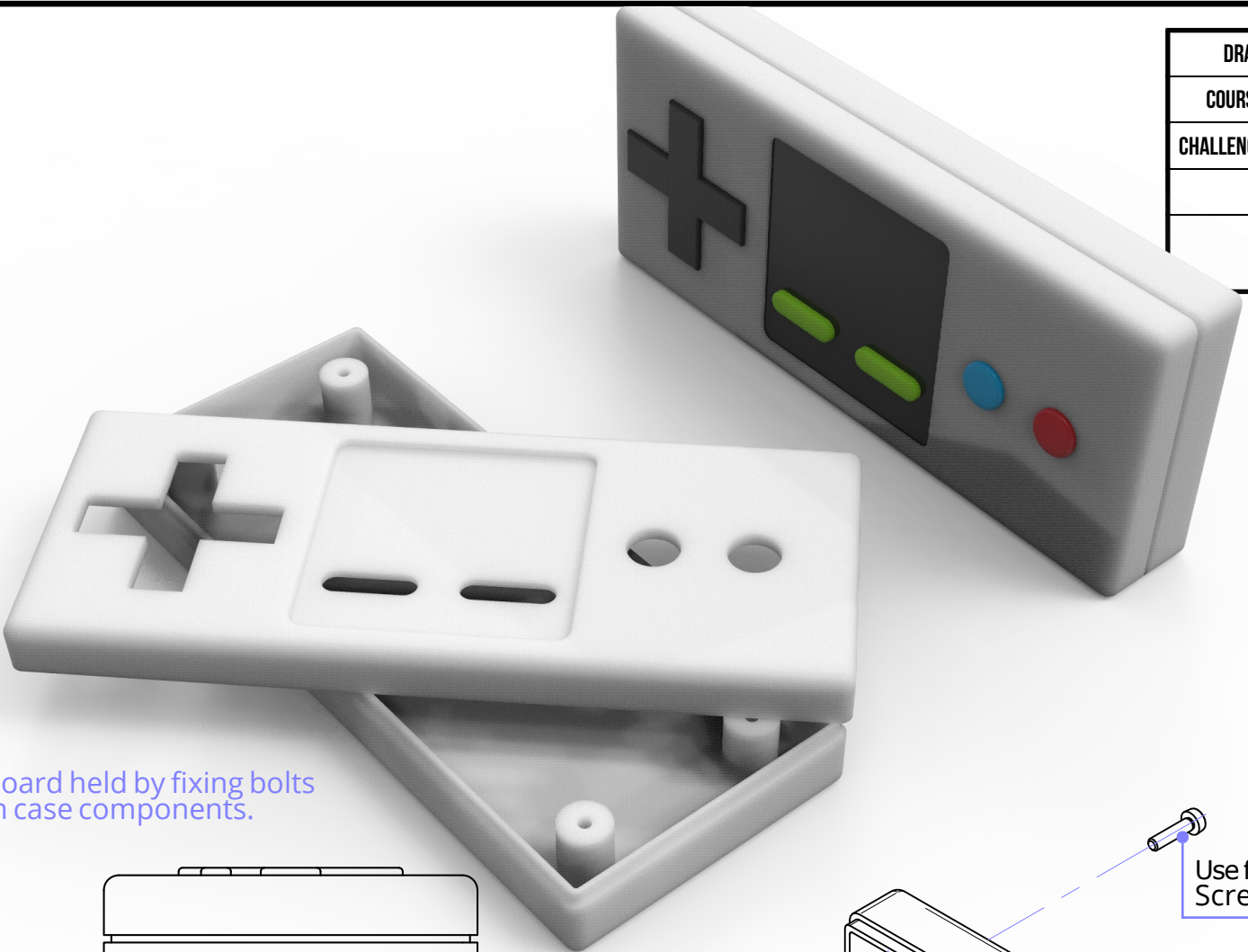
Section A-A



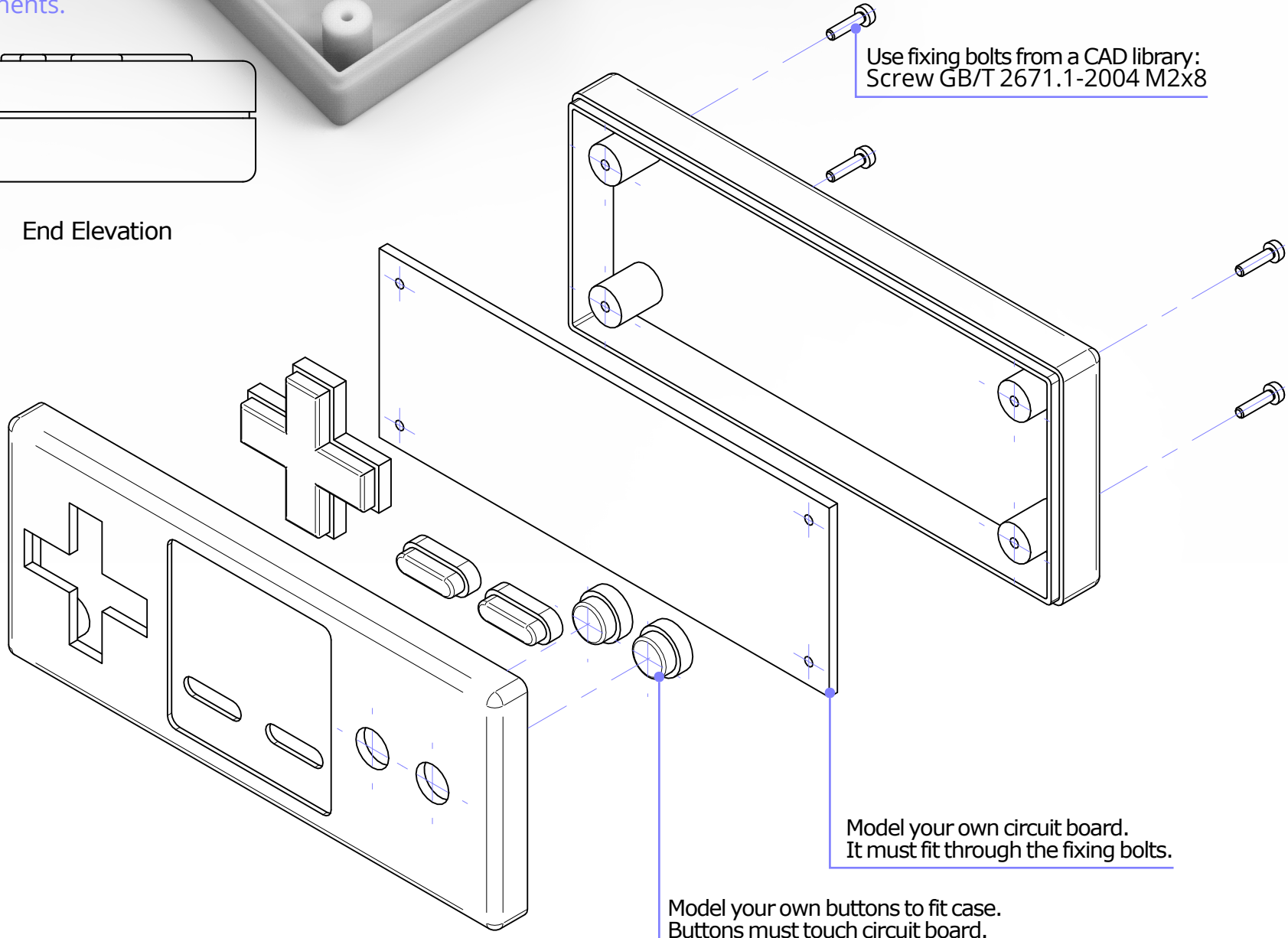
Elevation



Bottom



End Elevation

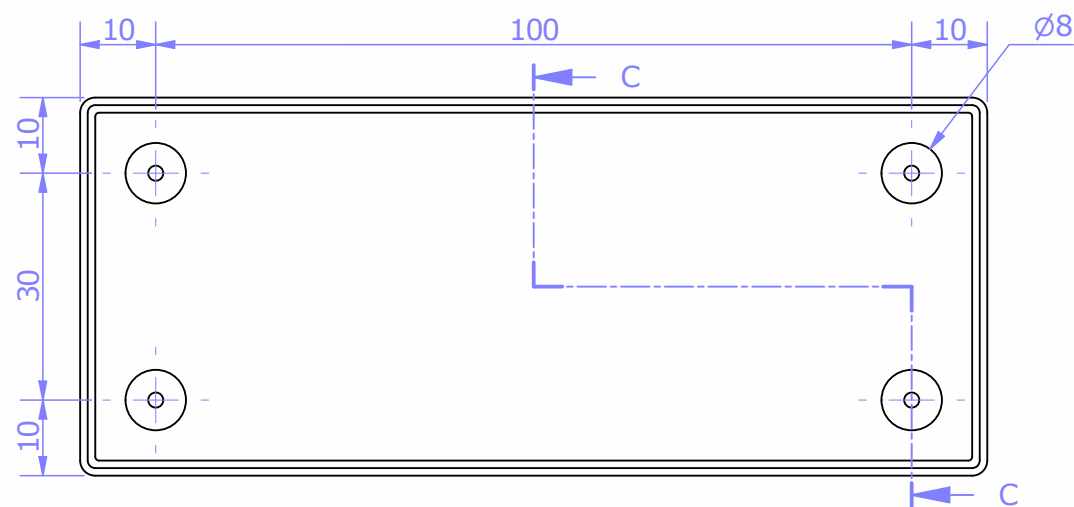




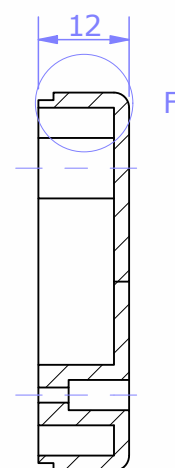
Bottom case



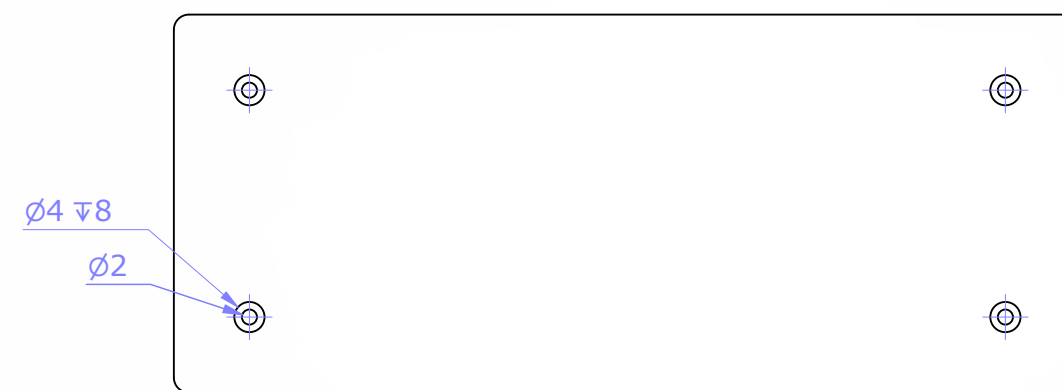
Top case



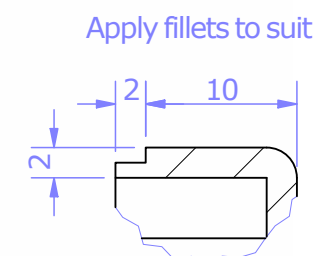
Elevation (Inside)



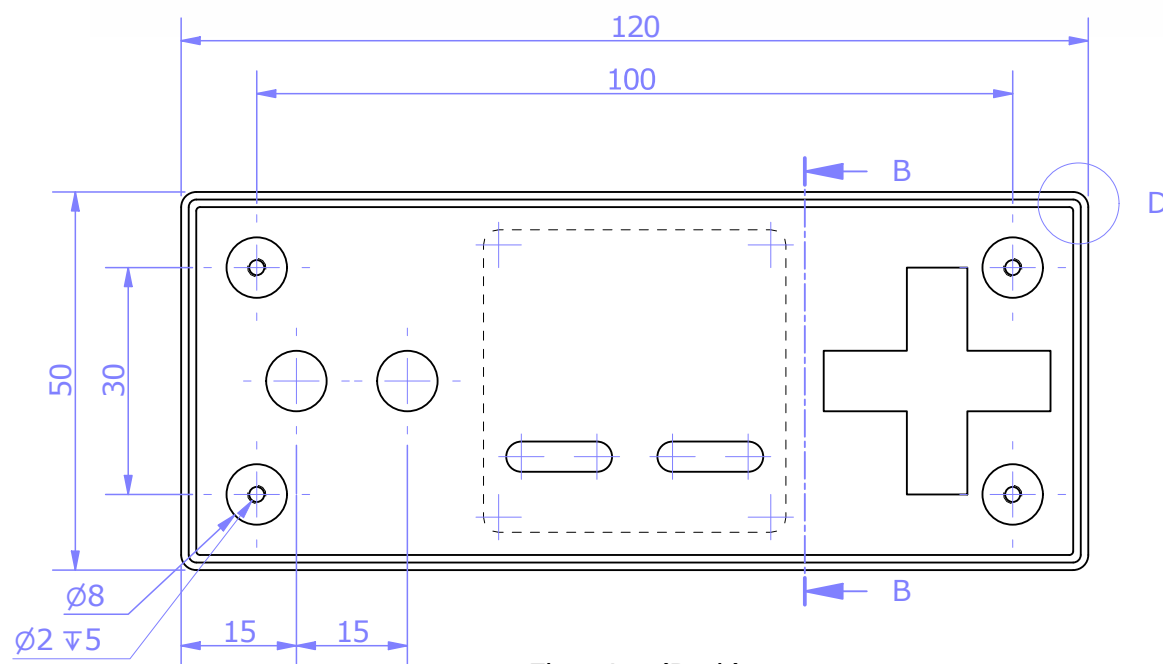
Section C-C



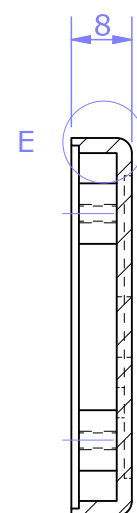
Elevation (Outside)



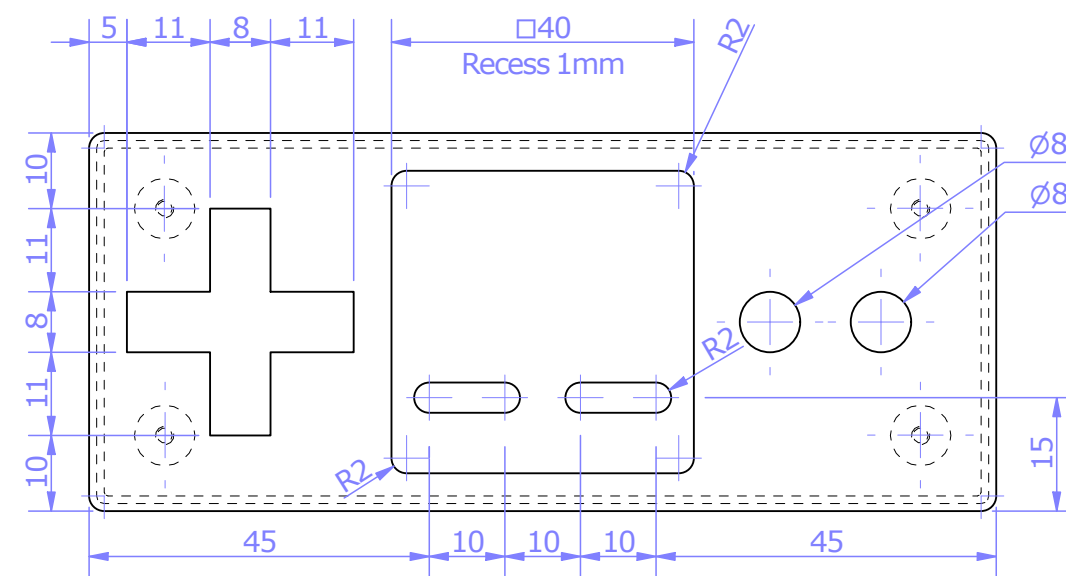
Detail F



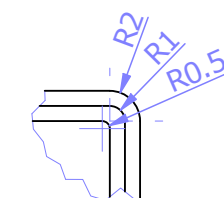
Elevation (Back)



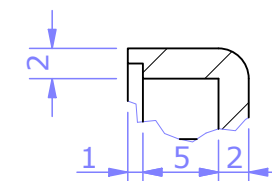
Section B-B



Elevation (Front)



Detail D



Detail E