



Oculus Quest 2 Controller PVC grip



McTech3D

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Summary

Oculus Quest 2 PVC Rifle Grip First off would like to thank Bluefreddo for the Oculus Quest 2 controller Pistol Grips...

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Oculus Quest 2 PVC Rifle Grip

First off would like to thank Bluefreddo for the Oculus Quest 2 controller Pistol Grips design. His design was an excellent component to utilize in creating this PVC Rifle Grip.

Have been playing Gun Raiders on Quest 2 and wanted something to steady my aim a bit for two handed weapons in game.

This design allows for detaching your off hand for reloading etc.

I designed these specific models for Right hand use. If you want left hand or option for ambidextrous use - just put magnets in the other grip or both

grips. They both have Magnet pockets and both are threaded so either one can fit on the L and R sleds.

Materials Required:

PVC as shown in images:

- Need at Least ~24" of 1/2" PVC to build as shown in images

(I don't have exact measurements yet - Still working on exact design I want)

- x2 - 45° 1/2" PVC couplers
- x2 - 90° 1/2" PVC Couplers
- x1 - 1/2" Tee Coupler

Hardware:

- x4 - 6-32 x 1/2" Screws
- x4 - 6-32 Nyloc Nuts (preferably Nyloc but can use regular)
- x2 - M3 x 10mm long Screws (designed for hex head socket cap screws)
- x8 Magnets - dimensions were 9.6mm x 1.6mm measured but could be a bit smaller. (8 is minimum. If you want ambidextrous options, need 12 magnets)
- x4 Zip Ties - OPTIONAL

Printing Instructions:

L and R Grips:

- Can be printed in 0.2mm layer height with 15% infill (or more if you want.)
- 2 walls minimum
- No supports required (orientate the model so flat part is down.)

Whichever Grip is to be off hand (or both if you want ambidextrous):

- IN SLICER: pause print to insert magnets into pockets. MARK magnets so they connect correctly to grip

Sled L (magnetic attachment point for offhand):

- I printed in 0.2mm layer height with 15% infill (would recommend more infill but 15% worked for me)
- 2 walls minimum
- No supports required (orientate the model so flat part is down.)
- IN SLICER: pause print to insert magnets into pockets. MARK magnets so they connect correctly to grip

Sled R (with holes for threaded attachment point for main hand grip):

- I printed in 0.2 mm layer height with 80% infill
- Also added full infill every 6 layers for strength
- x3 walls
- No supports required (orientate the model so flat part is down.)
- when assembling this part - BE VERY CAREFULL and DO NOT OVERTIGHTEN screws. Screws should be snugged until Sled is secure on PVC.

This design is a work in progress and may provide suggested PVC measurements at a later date.

Assembly Instructions:

Mainhand Grip and Sled R:

- Put M3 screws through sled R and attach to desired mainhand grip. Do not overtighten.
- Slide Sled R assembly onto main PVC pipe at desired location. CAREFULLY SNUG 6-32 screws. DO NOT OVERTIGHTEN. Just needs to be snug enough so Sled R does not easily rotate.
- (Optional zip ties): There are 4 holes cut into sled R if you want to add zipties to help secure Sled R in place. Do not overtighten these as well. Holes are 3mmX 2mm so whatever zip tie fits through that.

Offhand Grip and Sled L:

- Place Sled L onto PVC frame so it is in line with Mainhand Grip on horizontal plane (see photos for example)
- insert 6-32 screws into holes and nyloc nuts and Snug them up. Do not overtighten, just needs a few turns.

Grips:

- Slide controllers through grips and negotiate straps through side holes.
- If controllers start to slide a bit during use, shove a piece of paper into grip and that should help. (may work on a side strap for these to aid in keeping controllers in place and to help hands grip controllers as well, so stay tuned)

Plan to add some features / PVC measurements in the future.

Let me know how it works for you!

Print Settings

Printer Brand:

Prusa

Printer:

I3 MK3S

Rafts:

No

Supports:

No

Resolution:

.2

Infill:

15% - 80%

Filament: PLA PLA

Category: Video Games

This remix is based on



Oculus Quest 2 Controller PVC grip
by shaun6mc

Model files



sled_r.stl



sled_l.stl



grip_r_modified.stl



grip_l_modified.stl

[Find source .stl files on Thingiverse.com](#)

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