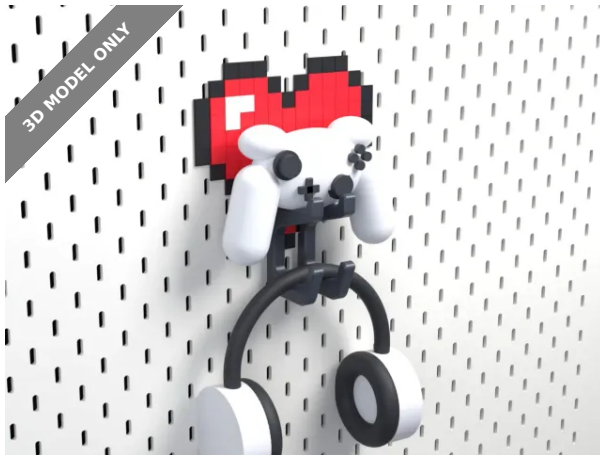




Pixel Heart Controller and Headset Perch



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Summary

Pixel heart SKÅDIS perch: your controller rests on two strong side-printed arms and your headset hangs below.

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A big pixel-art heart for your SKÅDIS board, with two arms that park a game controller and a headset.

What it holds: the upper prongs are a tilted rest for one gamepad, with a 12 mm lip at the front. The lower prongs are a dished hook for a headset band up to about 45 mm wide. The heart stays visible above the controller, like a life bar.

How it mounts: each arm has its own hook and peg, so the weight goes straight into the pegboard. Push both hooks through the two slots in the heart, hold it up to the board, push the hooks in and let it drop about 7 mm.

Parts: 1 heart (182 × 168 mm) and 2 mirrored arms, all in the one file.

Print settings: PLA, 0.4 mm nozzle, 0.2 mm layers, no supports. Heart: 3 walls, 15% infill. Arms: 4 walls, 30% infill. The arms lie on their side so the layers run along the hooks.

Colour swaps on the heart (optional): black to start, red at 2.6 mm, white at 3.6 mm.

Assembly: no glue or screws. Arms through the heart, then onto the board.

Model files



2_gaming_pixel_heart_controller_perch.stl

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