



Quest 2 One-handed Grip



Scatterthought

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updated 3. 9. 2022 | published 3. 9. 2022

Summary

A shortened version of Jeff's Quest 2 Two-handed Grip

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I printed Jeff's [Quest 2 Two-handed Grip](#) to try out when VR golfing, and liked how easily the slotted version slides on and off without having to fiddle with my TPU knuckle straps.

My remix shortens it by 75mm to use for other VR apps, adding a bit of bulk and length to the controller without being awkwardly long. It reaches just past the base of my hand, so that the edge doesn't dig into my palm.

If you think you need it longer, download Jeff's original version and then use the Cut feature in PrusaSlicer to remove as much material as you want.

I printed using PETG with three shells for strength, and it feels really solid. Infill doesn't really matter, as that'll only be in the base.

Update

After using these grips for awhile, I've put them aside due to how loose they are. That's most likely due to the slot, which prevents them from

maintaining a tight grip on the controllers. I also find that they don't fill my hand quite as much as I like, but I still love the design.

I've gone back to using MarkL's pistol grips, and have remixed a **couple of versions that work with Velcro straps**.

This remix is based on



Quest 2 Two-handed Grip

by Jeff

Model files



quest2_grip_l_slot_short.stl



quest2_grip_r_slot_short.stl

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