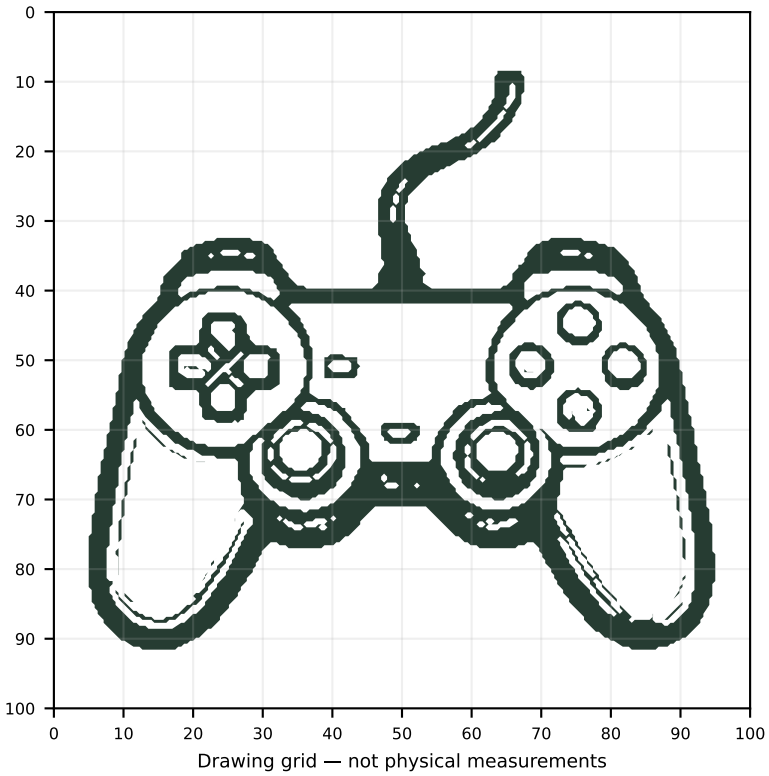
How to Draw Game Controller — Free Practice Sheets

ANSWER / CASE 1

game controller: Trace the reference outline, then practise the contour independently. Compare with the separate full reference sheet.

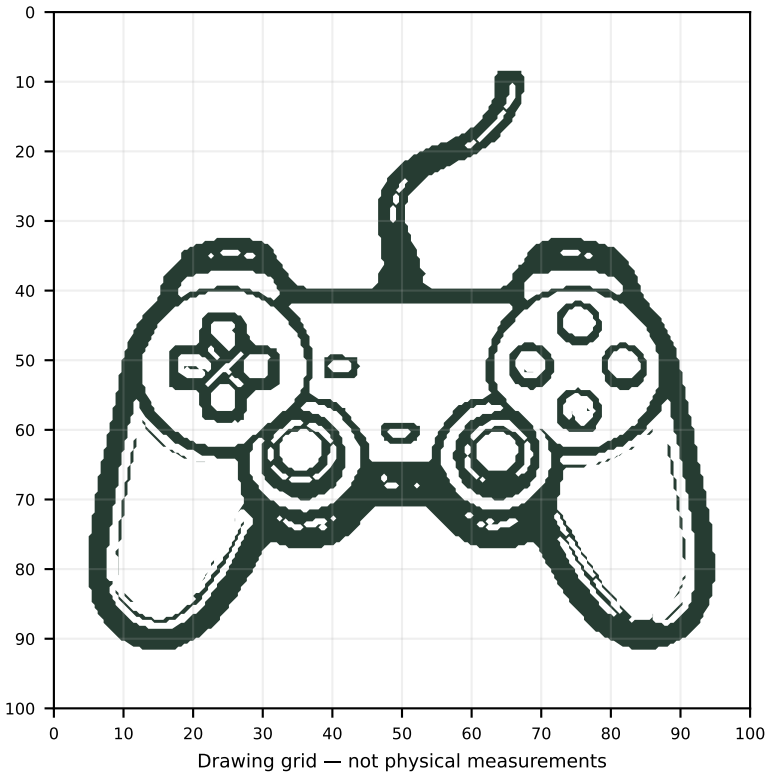


ANSWER: Example solution: preserve rounded grip shape on both sides, directional pad on the left, four round buttons on the right. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
1. Draw the central rectangular body with a slight curve at the top.
2. Add two rounded grip shapes extending downward from the left and right sides.
3. Place the directional pad on the left and the four-button cluster on the right.
4. Draw two circular analog sticks in the lower center and add the cable at the top.

How to Draw Game Controller — Free Practice Sheets

ANSWER / CASE 2

game controller: Copy the reference onto the blank grid, using matching grid intersections. Compare with the separate full reference sheet.

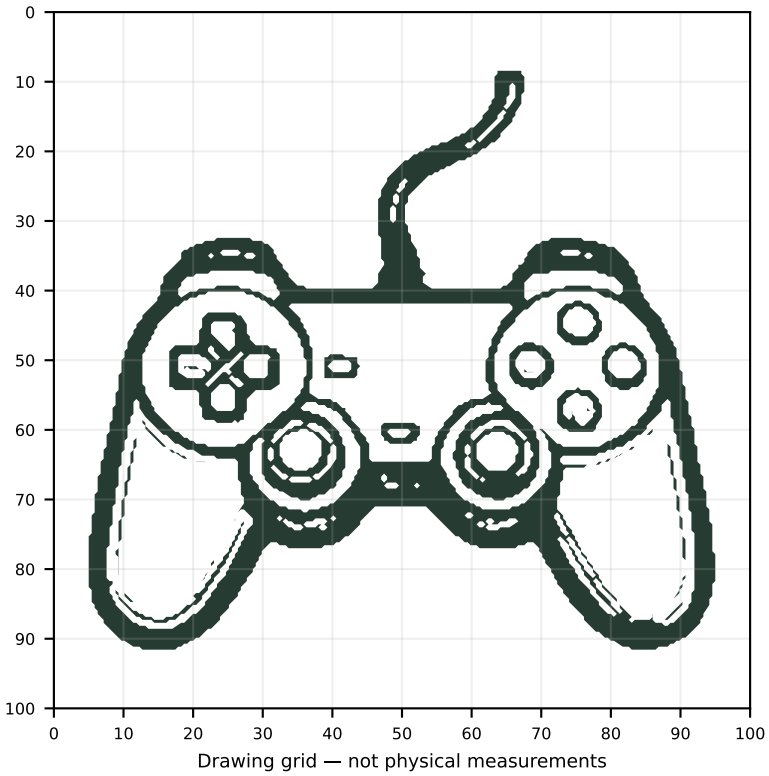


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4. Draw two circular analog sticks in the lower center and add the cable at the top.

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ANSWER / CASE 3

game controller: Use the bounding frame and center guide to place the silhouette, then add the identifying details. Compare with the separate full reference sheet.

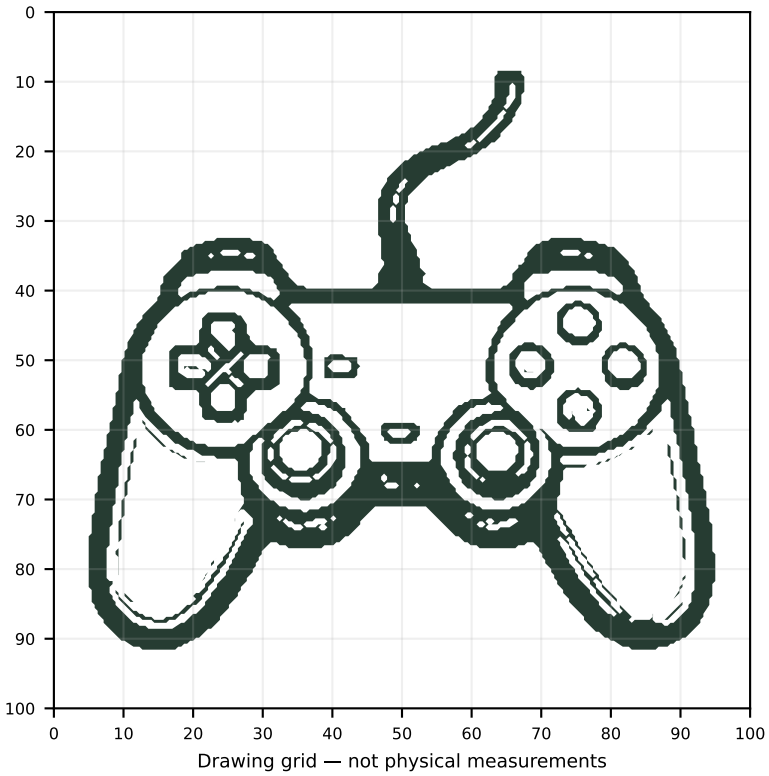


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4. Draw two circular analog sticks in the lower center and add the cable at the top.

How to Draw Game Controller — Free Practice Sheets

ANSWER / CASE 4

game controller: Complete the blank right-hand portion using the full reference. Compare with the separate full reference sheet.



ANSWER: Example solution: preserve rounded grip shape on both sides, directional pad on the left, four round buttons on the right. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
1. Draw the central rectangular body with a slight curve at the top.
2. Add two rounded grip shapes extending downward from the left and right sides.
3. Place the directional pad on the left and the four-button cluster on the right.
4. Draw two circular analog sticks in the lower center and add the cable at the top.