Personal Design Project

For my final project in EDSGN100 I decided to create a propeller to an airplane in SolidWorks. I chose this because I have always been interested in aircraft, and thought that making a propeller would be within my ability range with the program. I also enjoyed how this project incorporated various aspects of SolidWorks such as coloring, the Flex tool, the Mirroring tool, as well as the Extrude feature. The most difficult part of this project was trying to flex the propellers themselves because I was unfamiliar with the Flex tool. This product relates to my life because growing up I was always around aircraft since my father was an airplane mechanic. This also made the project a little bit easier since I had a good idea of what the propeller was supposed to look like. Overall, this project was a good experience and taught me new features in SolidWorks that I did not know existed such as the Flex tool and some of the coloring and texture options.