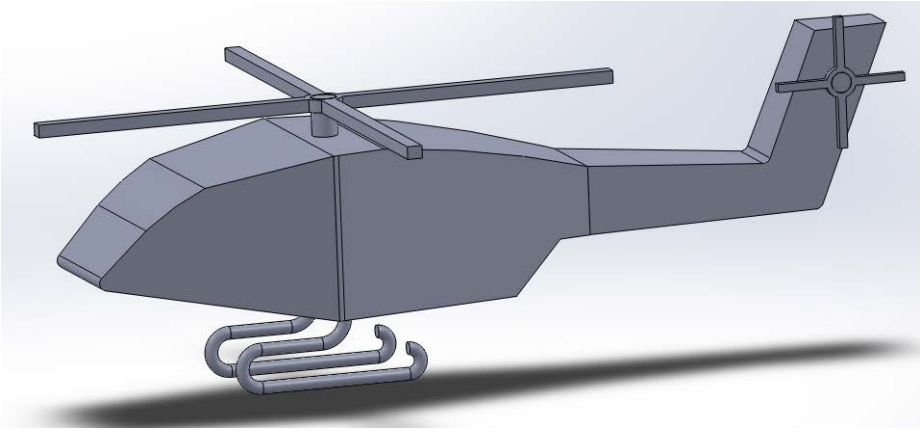
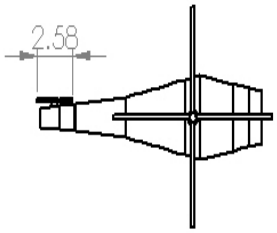
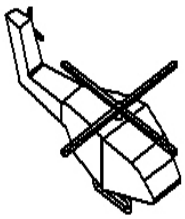
Toy Helicopter

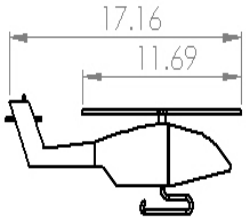
For my personal CAD project, I chose to make one of my all-time favorite toys when I was young. I remember always going on "adventures" with it in my imagination. I also liked that it had the rotating propellers. When making a toy helicopter in Solidworks, I found it most difficult to decide how to begin the project. I know that I was going to make the body, propellers, and landing gear separately, but I wasn't sure how to begin the body of the helicopter. In the end, I chose to create a solid block, and from there, cut off portions until I had the shape I desired. As I said before, the toy helicopter was one of my favorite toys when I was young so it was very cool to see that I could design my very own toy helicopter. From doing this project, I learned how to implement all of the different skills that I have been learning in my engineering design class to make a product of my choosing. I had a lot of fun doing this and I felt rewarded by seeing my final design turn out so well!

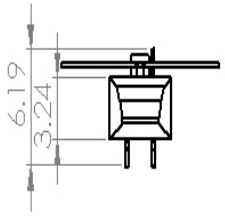
Figure 1 (http://www.inhabitots.com/solar-powered-toy-helicopter/)











UNLESS OTHERWISE SPECIFIED: DIMENSIONS ARE IN MILLIMETERS SURFACE FINISH: TOLERANCES: LINEAR: ANGULAR:	FINISH:			DEBUR AND BREAK SHARP EDGES	DO NOT SCALE DRAWING	REVISION
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DRAWN					Toy Helicopter Drawing	
CHK'D						
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