My project was inspired by and is a reproduction of the Gibson ES-335 guitar. I chose to model this particular object because the Gibson ES-335, a crossover between solidbody electric and hollow body jazz guitars, has components that make it interesting and challenging to design. Ranging from its f-holes to its tuning pegs, each feature required considerable thought.

I used multiple SolidWorks features to complete the project. After extruding and cutting the body (extruded boss/base and extruded cut), I employed features including linear patterns, fillets, and reference geometry to create my model. The hardest part to complete, however, was the guitar’s head. Since modifying details in an under defined part (guitar not aligned to origin) influences related elements, correcting mistakes in the head required adjusting others.

Although this project took a significant amount of time, I learned to view objects in terms of their parts and the features necessary to assemble them. The SolidWorks portion of Engineering Design 100 encouraged me to consider multiple perspectives.
References