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Personal Solidworks Project: Skateboard

I had originally just googled “complicated and complex things to make in Solidworks” and was thoroughly entertained scrolling through all the helicopters, cars, buildings, and sci-fi weapons. Then, I saw the skateboard and that peaked my interests and seemed within my abilities. I decided to create the skateboard because I like skateboarding for fun and also it is a great way to commute in warmer weather. Oddly, the hardest part to create was not the components of the truck like the baseplate, hanger, or various bushings but, was the deck. The deck itself required you to loft from to another arc along a spline attached to a line attached to a spline. Then once it was lofted I needed to cut it down to the skateboard shape. Afterwards, I thickened the surface and flexed the board to give it a similar to shape to actual skateboards. I learned that the trim surfaces option was disabled. I learned how to use flex, how to delete parts of a surface in order to flatten it, and also to reverse the cut extrude to get rid of the outside. I based the skateboard off general specifications of the average skateboard dimensions wise and changed the color to look like a basic board.
http://wesharepics.info/imagecgkl-cool-skateboards.asp