Introduction to SolidWorks Project

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EDSGN 100

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For this project, I was able to learn how to use the software, completing a tutorial for different features and techniques, and then applying them to the lamp, which was a culmination of the methods acquired.

For example, the first tutorial completed was the “revolve” feature. In the tutorial, a candlestick was completed (Figure 2). Then, applied to the lamp, the base was created (Figure 3).

Many features were made, using different features. The lamp shade was created using the “loft” feature (Figure 4) and the wire was created using the “sweep” feature (Figure 5). After all the parts were created, they were out together in an assembly.
After the assembly was completed, a drawing was made with the overall and important dimensions of the assembly (Figure 6).