I chose to model Headphones in Solidworks because playing music and watching movies during my leisure time is a casual hobby for me. I brought my Beats headphones with me to Penn State, so I'm more familiar with that one at the moment. This headphone’s shape and dimensions aren’t taken directly from any particular model, although I looked at many headphone models on the website http://www.beatsbydre.com/

The hardest part of this project was the building the ear pads in Solidworks which surround the outer ear while listening to music. This is a basic headphone design since it is hard to model the exact beats headphones using lines and planes. I wanted to come up with an original shape, but it required a lot of experience in using the Solidworks software so I decided to stick to a model that looked right to me. The connectivity and spacing of the different ear pad components was also a tedious task.

Overall, I enjoyed working on this project and it was very fun to be creative with this design. Doing this project taught me about how to use fillets, how to make complicated connecting parts, and how to make the optimum use of ‘Extrude’ feature. While it seemed like it would be a stressful process at first, it turned out to be very peaceful to listen to music and design one of my favorite things.