

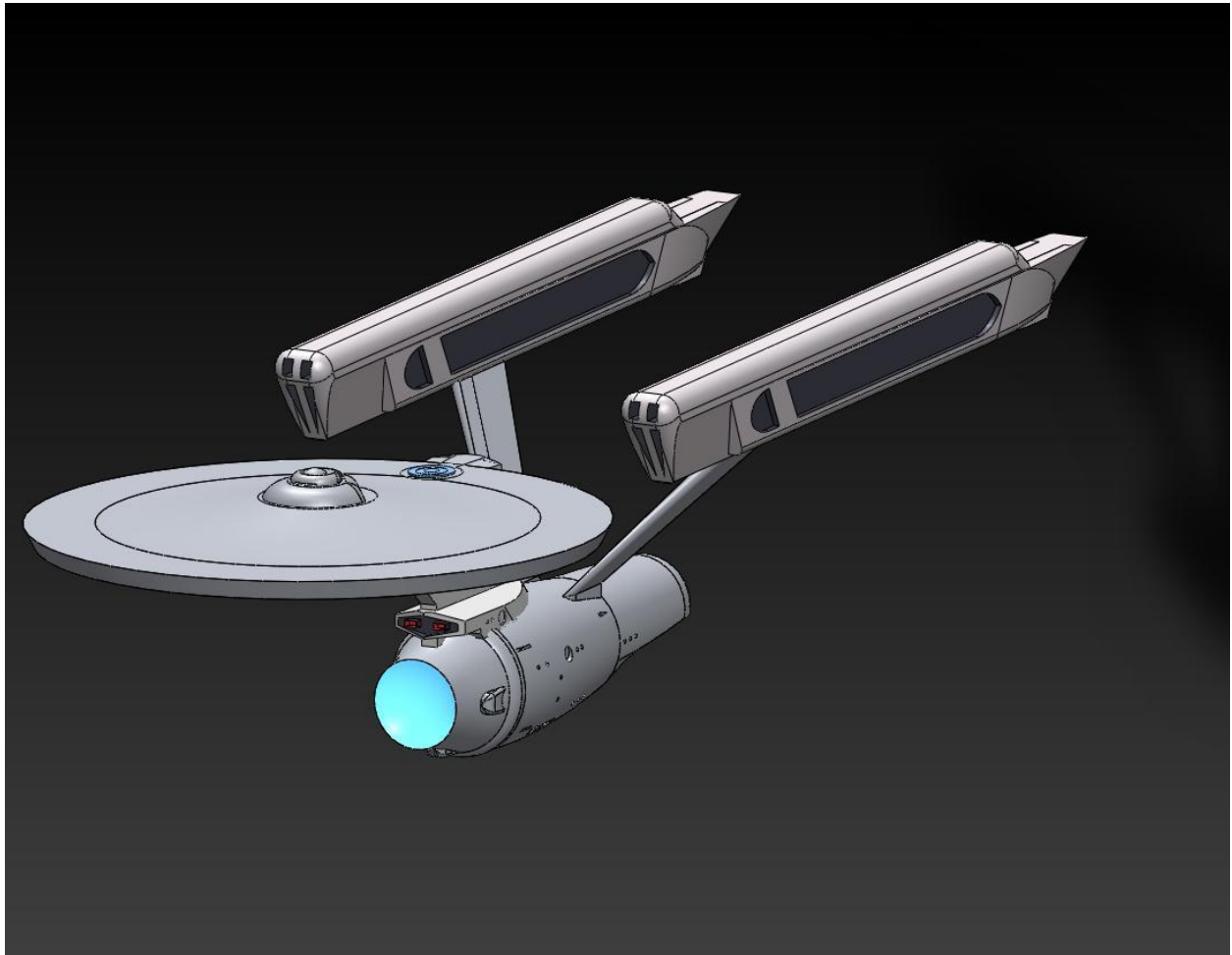
J.M.J.

*Enterprise*

*NCC-1701-A*

This solid model is recognized by most people as the iconic ship from the first six *Star Trek* movies. It took approximately 1 month to complete, working on it for several hours each week. I completed much of the model through trial and error. More often than not, parts didn't turn out the right way the first time. Fillets didn't work due to geometry, assemblies didn't fit because of intersecting parts, dimensions were off, and matching sections were uneven. However, by the end of the project, everything had turned out the way that I originally envisioned. The most difficult part was probably the engineering section (The bulbous section on the bottom containing the glowing blue dish and the long pylons that connect to the engines.) It was extremely hard accurately mimic the shape of this particular section of the *Enterprise's* hull. I was finally able to perfect the shape by using a specific number of circles and half circles on parallel planes. I connected each circle by means of a loft, thus creating the vaguely cylindrical shape seen on the model.

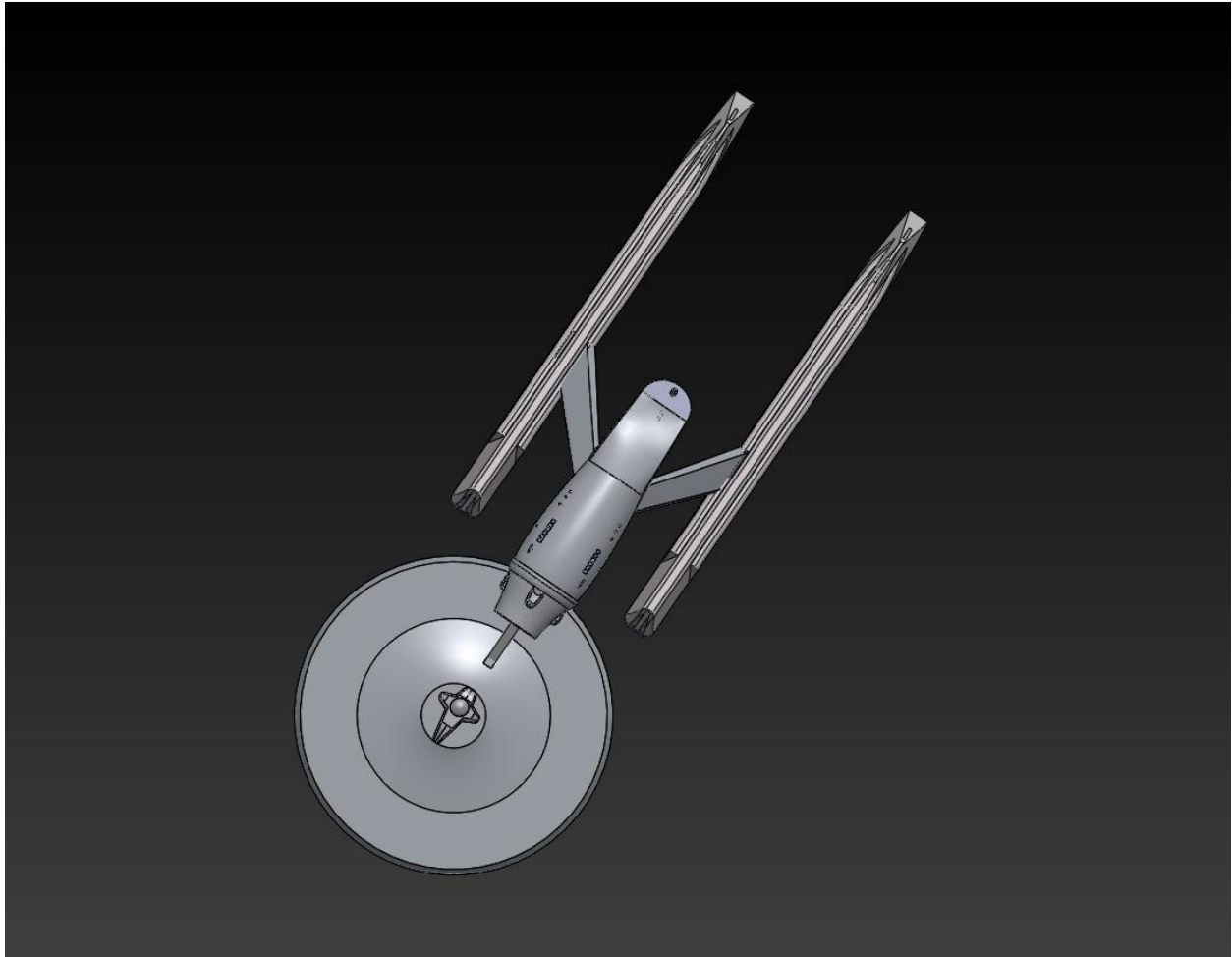
I chose this project because, as a child, I always interested in science fiction. I enjoyed pulling out a box of legos and constructing countless ships and vehicles out of the plastic pieces. I like to think of this project as putting together another one of my ships – it is sentimental to me. However, this time, I was not using legos, but rather a computer aided design program. Overall, the project was very exciting and I learned about many features of the Solid Works program during its construction.



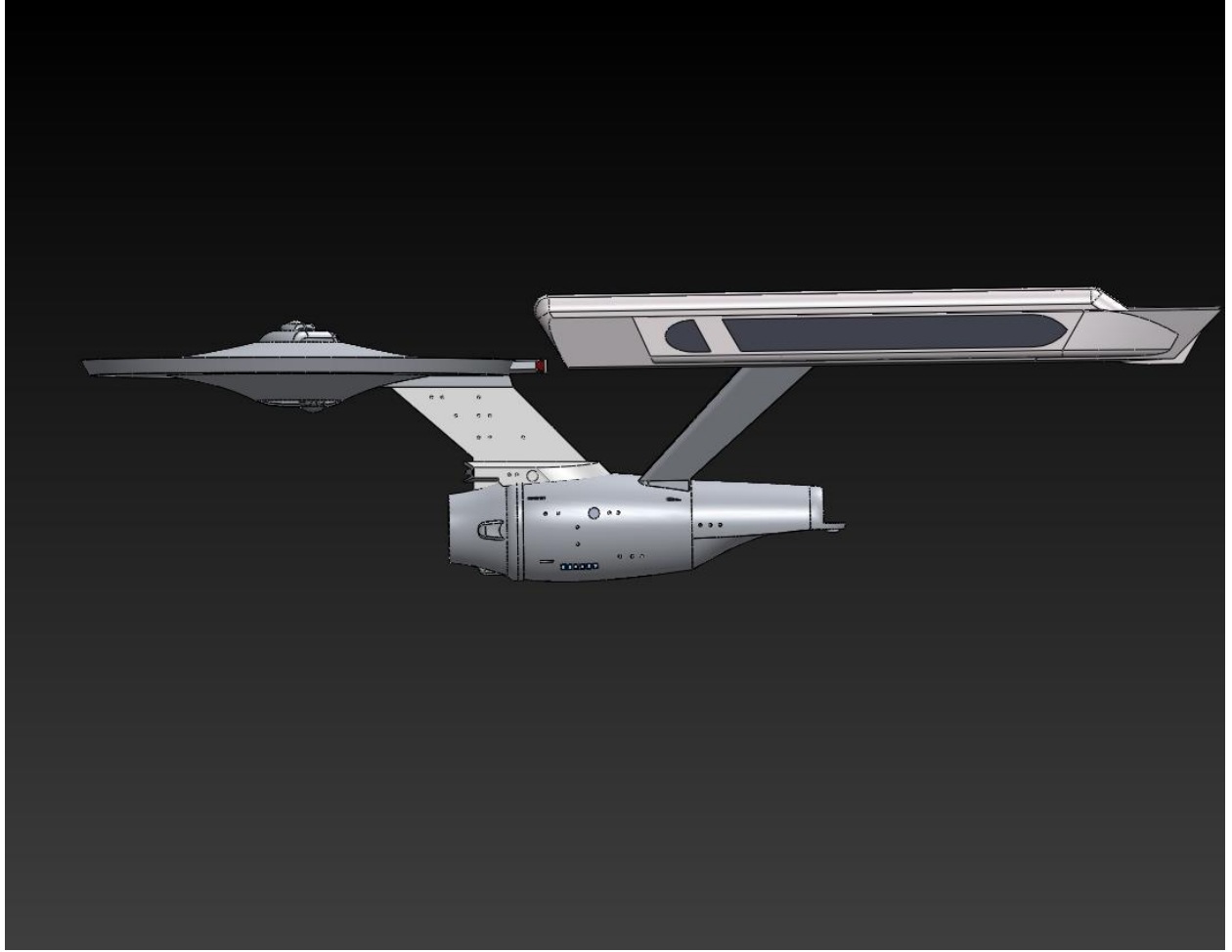
FRONT ANGLE VIEW



REAR ISOMETRIC VIEW



BOTTOM ANGLE VIEW



RIGHT SIDE VIEW



#### REAR ANGLE VIEW

(The open section in the back is the flight deck of the shuttle bay. If you look closely, you can see a shuttle pod at the end of the flight deck.)



