Through my EDSGN 100 Class I learned how to develop three dimensional models in solidworks. The class developed my understanding of the fundamental toolsets of modeling through the use of 2D drawings and tools such as extruding, lofting, creating shells, etc. The development of my ability to create individual parts and assemble them into a larger structure will help me take design into consideration as a mechanical engineer. This semester I worked on developing a mug for a disabled individual, a working piston assembly, and a lego ship I designed.

**Mug:**

![Mug Image]

**Piston Assembly:**

![Piston Assembly Image]