Hey Mr. DJ

Lizzie Wang
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For my personal project, I created DJ Turntables. Turntables are a piece of technology that allow people to mix, create, or even alter music. They operate by having two vinyl records on the turntable that can be played simultaneously. By doing so, songs are mixed together and they become the sounds we dance to today. Buttons, dials, and knobs have been added to turntables to tweak songs or create smoother transitions. Nowadays with the advancements in music sharing, vinyl records are no longer used in most turntables. People can use mp3 files from their laptop and great mixes with those.

The image above (http://perlbal.hi-pi.com/blog-images/697179/gd/130255331233/Numark-Mixtrack-Pro.jpg) shows what turntables today look like. I used the photo above as well as the free downloadable software: Virtual DJ, and my own knowledge to create my Solidworks personal project. By using the aforementioned sources for assistance, I was able to create DJ Turntables. Included in my project are
also speakers and a table for the turntables set up similarly to the way they would look during an event with a DJ or a radio station with a DJ.

I picked to do DJ Turntables because of my passion for music and being able to create music. Although I never could read music or play an instrument well, I always loved to make mixes or even attempt to create songs. In high school, I took a music technology class where we learned how to create songs and beats through a program similar to Garageband. Taking that class allowed me to practice my musical creativity and I immediately felt inspired. I often would make the warm up cds for my lacrosse and field hockey teams by using programs like Audacity and Virtual DJ. I would mix together the most exciting songs from my iTunes library to pump up my team for our games. Being able to share my love for music with others with music technology opened me up to a whole other side of music that goes past reading music and playing instruments.

While creating my turntables on Solidworks, I used several features. To begin with, I used lots of extruded cuts and extruded bosses to make the base of the turntables. I incorporated the depth feature within the extruded boss to create an angle on the dials on my turntables. For all the buttons I had used extruded bosses to raise them. I used the fillet feature to make the turntable edges look more realistic and add detail. In order to create the knobs on my turntables and allow them to slide, I used the extruded cut tool and then made a separate knob that I later mated into the extruded cut so that the knob was attached to the turntable. For the actual vinyl record players I sketched out the circles and the needle of the record player and used extruded bosses for both. When making the speakers to go with my
turntables, I used revolved boss for the actual speakers and then I used the rib feature for the speaker case top. I used an extruded cut to shell out the speaker case.

In creating my personal project, I had taught myself to use the rib feature through a youtube tutorial. The hardest part of my personal project was figuring out how to use the rib feature because at first I just played around with it instead of actually looking up a tutorial. I wouldn’t put the sketch on the right plane so therefore the diagonal line went awry and did not work with the rib feature. After drawing endless amounts of lines and failing, I finally looked up a tutorial and learned how to successfully use the rib feature. I also used the text tool which was not difficult but yet still new to me because I was not aware that adding text to a Solidworks part was even an option.

Learning how to use Solidworks in class was a very long process. Mostly I just used trial and error to figure out how to use each tool. It was frustrating to try and keep up with my classmates that had learned how to use Solidworks in high school. However, after I got the hang of using the tools and features, I caught up easily and ended up enjoying Solidworks. I liked being able to see objects develop instantly on a computer screen although I would rather have been able to build objects with my own two hands using real materials. I learned everything I know about CAD from EDSGN 100 and thoroughly enjoyed being able to create objects with simple clicks of a mouse.