For my project, I created my own rendition of a HEXBUG®. I was drawn to this because as a child my parents would always get me them for Christmas or my birthday. My father also fostered in me a great love of bugs. So, I found this rather suitable to my liking.

This loveable toy was however, not as easy to make. The hard part was assembling the final bug after the many hours trying to get the dimensions correct. What was even more challenging was figuring out how to animate my little toy. It was difficult because I ended up with sub-assemblies within my main assembly, which required me to go back and learn how to make parts “flexible” instead of “rigid”.

By doing this project I am now much more comfortable with solidworks than I was before. It strengthened my skills with “Boss-Extrude” and “Cut-Extrude”, while also helping me develop skills with “Motion Study”, “Image Capture”, and “mirror” features. Especially now I know how to animate an assembly in solidworks, considering all the tutorials I watched on how to produce an animation.