Hang Glider

By: Garrett Rabian

For my final solid works project, I decided to construct a hang glider. Hang gliding is a recent hobby I’ve picked up and I enjoy it a lot so I thought it would be a good thing to design so that I could better understand the apparatus. Through the use of SolidWorks and my knowledge of the machine, I have constructed a hang glider similar to existing gliders.

The most difficult part of the project was creating the hang frame and sail frame in a way that connected and able to be swept. I had trouble getting the connecting points on the hang frame to line up. I learned how to use the swept cut feature which I used to hollow out the tubes so they are more like an actual hang glider.

Recently, I have picked up the sport of hang gliding and plan to be a hang gliding instructor for a summer. This project seemed right to me because I could challenge myself in SolidWorks but make it enjoyable by using a design I know.

The hang glider I created was not based specifically on any commercial gliders, but it was, of course, based on a realistic hang glider design.

My understanding of SolidWorks has increased so that I now have a stronger understanding of how the application works in terms of design. I now have a lot more experience designing, creating, and dimensioning parts for use in SolidWorks as well as using SolidWorks as a method of modeling real life machines.
Cross section to show hollowness of tubes