Personal Project
Stratocaster Based Guitar
By Hajin Oh
1. With the respect to my interest in playing a guitar, I decided to build the guitar on the Solidworks. I am specifically interested in the shape and sound of the guitar from Fender guitar, I built a guitar based on one basic form of the electrical guitar, a Stratocaster.

2. I basically drew the plane and used extruded base tool to make a 3D solid. I separately made body, neck and the other parts and assembled them at the end. The other parts include the pick-ups, head tuner machine, volume knobs, and the bridge.

3. I struggled with making the head part of the guitar as it is usually bent in specific angle. I first used Lofted Base tool to make a slope to the head. Then, used extruded base from the top plane and connected it to the loft. I learned how to handle spline.

4. It was actually the first time for me to make objects with CAD program. In addition to the functions of the various tools, I learned how to define the sketch. It was also a good experience for me to understand dimensioning.