

# Mustang

The following project was inspired by this car:



<http://www.seriouswheels.com/1960-1969/1966-Shelby-Mustang-GT-350-FA.htm>

I chose to model my SolidWorks car after a 1966 Ford Mustang GT 350. A Mustang has been my dream car ever since I was a little kid. I have always thought that a Mustang was a beautiful car, and I want to have one of my own someday.

The most difficult part of this project was deciding how to do the overall shape of the car. I tried to follow the picture as closely as I could, but my model and the actual car are not exactly alike. The front of my car is more square than the actual car. If I had more time to work on my model, I would like to add a few things. First of all, I would like to add doors and windows. Secondly, I would also like to make the front of the car more rounded and eliminate all of the straight lines so it looks like the actual car.

I thought this project was really fun to do. Unlike all of the other CAD projects we have done, this one we were not given dimensions to follow. I liked having to create my own dimensions for the car. I learned how to make multiple planes to build parts of my car. I also learned how to create lofts since I used several lofts on my car.



