For as long as I can remember, basketball has been a part of my life. Therefore, when I heard we could create anything that we wanted to on Solidworks, my automatic thought naturally went to making a basketball court. Even though it proved to be a difficult challenge, I think I did a pretty good job with it. Because of a normal basketball hoop’s complex design, I knew that I did not have the time (and probably the patience) to create a fully functional and safe hoop. Therefore, I simply created a rim, backboard, and pole (with the proper dimensions) and then attached them all together in one assembly. The hardest part about this though was actually dimensioning the parts so that they seamlessly fit together. I couldn’t tell you how many times I had to go back, edit, and even restart this project in order to get the parts to fit just right.

Even though this has nothing to do with my major, I found it very refreshing to implement something that I learned in my engineering design course into a sport and hobby that I find completely engaging. Although it was sometimes a pain to do, I found the entire process and outcome to be very rewarding, but to be honest, if I could do it again, I would have probably picked something a little easier.

Regardless, below is a compilation of the components that I created in SolidWorks and the assembly that I created using all of these components. Enjoy!
Backboard of Hoop:

Rim of the Basketball Hoop:
Basketball Pole to secure and connect the backboard and rim:
Final Assembly: The Basketball Court with both Hoops!!