In our Engineering Design class, we used the software SolidWorks to create 3-D models of objects and assemblies.

**Features:**

- SolidWorks has numerous features to model objects; we learned about the Extruded Base/Cut, Revolve, Sweep, Loft, Shell, and Fillet features to name some.
- We used SolidWorks to create numerous projects, such as a mug, a simple piston and crank, and a telescope.
- Two most important features of SolidWorks is assembly and drawing.

**Assembly:**

- An assembly uses different SolidWorks parts and allows the user to put the parts together using the “mate” feature.
- The “mate” feature in an assembly creates relations between parts, including planes, faces, and edges.

**Drawing:**

- SolidWorks has a feature that draws the multi and isometric view of a part or assembly.