

A Blast from the Past

By Jeremick Agudelo

The reason why I chose this object to make as my personal CAD project is because it is something from my childhood; this Gameboy entertained me for hours as a young lad. And I must admit, every once in a while I will pick it up and continue where I left off. This toy saved me from hours of boredom, so I thought the least I could do is make it in Solidworks. I felt that if I was making something that I actually had an interest or connection to, I would enjoy making it and not get as stressed out in the process. The final result I feel is somewhat of an accurate representation of the Gameboy.

Solidworks Front View



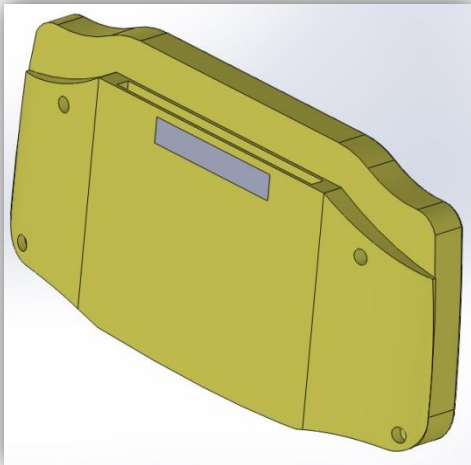
Actual Front View



These photos provide comparison between what the object actually looked like and what I made on Solidworks.

The most difficult part of this project was probably figuring out how to do the back piece, and then mating the back and the front together. For some reason they wouldn't align up at first, so after playing around with it for a while it worked. An annoying part of the project was having to extrude and cut minute details. For example, the lettering all protruded out while some was engraved in. then I had to create a gap in between the buttons and the actual device. This object doesn't necessarily pertain to my major, but it is something that I played with a lot as a kid. There were many things that I learned along the way just because I had not gotten to them in the tutorials. I learned how to imprint a picture onto my object and also how to apply text to my design. I actually did enjoy myself while trying to make it, once I finished the project I showed my friends and they got a kick out of it as well. I believe Solidworks is a great tool to create and visualize projects before making a prototype. You are able to make accurate representations and see how big it will actually be and see how much material will be needed. So I feel that using Solidworks in the future to create future projects will be a great idea.

Solidworks Back View

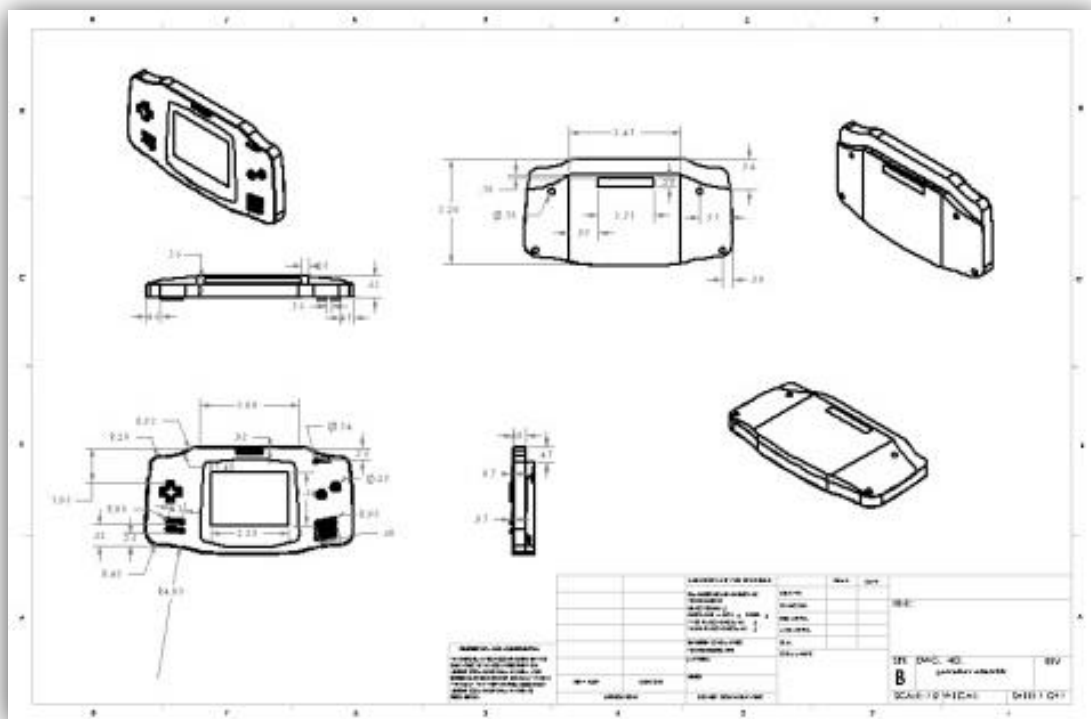


Actual Back View



These photos provide comparison of the reverse sides of what the object actually looked like and what I made on Solidworks.

Multiview Drawing on Solidworks



This drawing provides the multiview drawing of the object I made on Solidworks along with the dimensions