For my project I decided to put my own spin on the Racing Hart J5 rim that I have thought about putting on my car. I picked this because I have an interest in cars and thought that it would be a moderately challenging project to complete. I tried to make the rim to scale but I had to make most of the dimensions up so that everything would fit together. The hardest part of this project for me was making the threads on the brake rotor since I had never done it before in SolidWorks. I had to read some articles on how to do it and use my knowledge from using Inventor. Eventually I figured out how to do it using the helix/spiral curve and the swept base/boss. I learned during this project that I don’t mind doing 3D modeling and would like to learn how to do more things and make more intricate designs.