For my personal CAD project I chose to create a Viking helmet through Solidworks. I chose this because I thought it would be interesting to create something that I could use in real life for a costume of some sort. Also, I find Viking culture and their designs to be some of the most interesting things in the world. This helmet was inspired from the game Skyrim.

The most difficult part of this project was trying to create make the top part of the helmet, including the horns and the cuts the horns go into. By combining the revolve feature and the loft feature, I was able to create the top part of the helmet. I then shelled the top to create the space for a head to go. One new feature I learned to use in this project was the Mirror feature, which allowed me to create feature on the other side of the helmet without creating a whole new sketch.

My understanding of Solidworks was increased by this project by having to use different features than I’m use to and go outside of my comfort zone. I enjoyed figuring out the best ways to create each part of the helmet and using all the feature to my advantage.

The idea for this helmet came from the popular video game: Skyrim. The main character in the game wears a Viking-like helmet throughout the game. I wanted to create something similar. I thought it would be really awesome to be able to create something that I saw in a game. Unfortunately, I was not able to create the helmet completely, but I am still proud of how the helmet came out.