Toy Train

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EDSGN 100
Personal SolidWorks Project

04/22/16
I decided to pick a toy train because I thought it will be fun to design an object that I used to play very often when I was a child. I used the following features in my design process:

- **Boss Extrude**: I used this tool to give a depth to my sketches and turn them into objects. This feature is used almost in each part.
- **Fillet**: I used this feature to give an aesthetic shape to the body of the train.
- **Extrude Cut**: I mainly used this feature to cut holes on the train body, wheels, and the cow catcher.
- **Revolve**: I used this tool to give a circular shape to the stack.
- **Loft**: I used this tool to design the cow catcher by creating two trapezoids and make a transition between the surfaces.
- **Scale**: I used this feature to scale up the wheels.
- **Circle Pattern**: I used this feature to cut multiple holes all at once by selecting a circular pattern.

Hardest part of this model was to create the cow catcher because it is hard to extrude cut surfaces created by loft feature. During this project, I learned circular pattern feature from a lab TA. I used that tool on the wheels. From this portion of the class I learned that I can create models that we commonly use or see in our lives by SolidWorks.

Reference picture:

http://www.rickvilla.net/blog/wp-content/uploads/2015/01/toyTrain_01.jpg