Let’s Play Tennis
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EDesign: Section 022
April 22, 2016
I chose this project because I enjoy tennis. I built a few tennis balls, a hopper, and a racquet. To complete this task I used the revolve, extrude base, angled planes, lofted base, and sweep features. I also learned how to make a 3D sketch. The revolve, sweep, and extrude base features were used to create the bars of the hopper that consisted of angled planes. The legs of the hopper were created using 3D sketch. The racquet handle was created using a lofted base and its using and the sweep feature. The two are connected by another extruded base. The hopper was the hardest part of the project. Figuring out how to sketch, extrude, and sweep on multiple planes was very difficult. I learned how to 3D model, which is an important part of the design project, during the solidworks portion of this class. I also learned it is a challenge for me and requires a
lot of patience. This project served me love-40, but I gave it my best shot, worked on my technique, and ended happy. (Please note the puns).