SolidWorks final project
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Snowboard SolidWorks Rendering
Engineering Design 100
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Rendering of fully assembled snowboard
Close-up of snowboard with mounting holes

Side-view of snowboard
Rendering of snowboard boot

Drawing of assembly

180.0 cm total board length

19.66 cm wide at center

14.26

24.75 cm boot length

Total height with board and binding

2.00 cm board thickness

33.00

2.00 cm board thickness
For my final project, I decided to make a snowboard, as snowboarding is one of my favorite hobbies. I felt that making a snowboard would be challenging, however it would be very rewarding to make something I am interested in. In order to make my snowboard, I first used mirroring features to make the board symmetrical. Next, I used extruding features to make the board have the appropriate thickness, and used extruded cuts to make holes for the bindings. I finished the board off with 3 separate flexes, one on each end and one in the middle to give the board the correct shape. I then made boots and bindings using lofting features, extruded cuts, and drawing in 3-D planes. The hardest part of my model to complete was making the boots. The boots proved to be very challenging, as I had a difficult time getting the toe shape right, and getting all the lofts to correctly line up. I ended up starting over three times until I got a drawing I was happy with. However, I learned to use different directional xyz planes in order to create my drawing. I learned many things from the SolidWorks portion of this class, as I had no previous experience using computer animated drawing programs. This class has made me more familiar with the program, and given me more confidence and skill to make complex projects.