Iron man is my favorite super hero and recreating his mask is a great opportunity for me to learn relatively complex Solidworks and also really enjoy the process. I always thought how complex masks like this was designed and doing this project really opened my eyes. The most common features used in this assembly are extruded boss, extruded cut, revolved cut and shell. First I started with the two parts of the helmet, this involved extruded boss, extruded cut and revolve cut.

The most complicated part however was the third part which required extrude cuts sketches in several different plane. From a certain angle, as shown in the picture below it is possible to appreciate the different process the simple loft went through.
The hardest part that I had to face was that of dimensioning and visualizing the mask and thinking about how all the parts will fit together. I took help from two online sources in particular, one of them was a video and the other was a 3d model of the iron man mask. The video showed how to create the iron man mask in Solidworks and really helped me to get an idea of the dimensions, but it lacks complexity and misses some crucial parts in the building process, that is where the iron man 3d view helped as it gave a very accurate representation of the iron man mask. The links of the video and the picture are as follows.

https://www.youtube.com/watch?v=cMP93x4XFeg
http://www.3dcadbrowser.com/download.aspx?3dmodel=28890

All my Solidworks knowledge is acquired from this class and this project combined with the classes really helped me guide through the very interesting world of engineering design.