My project is a small 3D model of a BMW M3. It is scaled down considerably however, it still maintains all the detail found on the actual car.

I chose to do a BMW M3 as my personal SolidWorks project. I selected a BMW M3 because I absolutely love the car. I think that the M3 is one of the coolest, best looking, and well put together cars on the market right now. Therefore, I decided that for my personal project I would draw my absolute favorite car.

In order to create the body I had to do a fairly rough sketch of the outline of the car. Then I extruded that about an inch or so. Then I went back and removed the arches for the wheels and made them flat lines to simulate the wheel arches. Then I put the two bodies pieces into an assembly and placed two of the first sketch (the ones with the wheel arches) on either side of the second sketch (one without wheel arches). To draw the outline I used lines, tangent curves, and splines. Next I moved onto the wheel. The wheel was by far the hardest part. First I had to create the inner part of the rim. To do so I used circles, lines, extrude, tangent curves, and extruded cuts. Next I moved on to the spoke. To build the spoke I used line, extrude, and loft. Finally I worked on the tire. That was a simple circle, extrude, and extruded cut.

The hardest part by far was the wheel. Specifically the rim that attached to the spokes to connect to the tire. It was very difficult trying to mate the corners or rectangles to a circle. I learned how to use circular draw patterns, and splines.

I learned that SolidWorks is a very powerful tool that once mastered can be extremely fun to use even for recreational purposes. I will probably go back and use SolidWorks for projects that have nothing to do with the class. I also learned that learning SolidWorks isn’t easy and it should definitely not be taken lightly.