What I Learned:

In the CAD portion of this class, I learned how to visually represent objects on the computer. Some of the important tools that we learned to use to make our drawings included Extrude, Revolve, and Sweep.

Extrude:
The extrude tool is possibly the most used tool for turning a 2-D shape into 3 dimensions, and is very simple to understand. For example, if someone wanted to make a rod of some sort, he or she could simply make a circle in 2 dimensions, and then use the extrude tool to make the object a specific length.

Revolve:
Another important function is the revolve tool, which means revolving a shape around a particular axis. It is most often used when you are trying to make an object that has at least one flat circular face. As a homework assignment we were required to make a cup that involved the ability to understand and use this tool.
Sweep:
The sweep tool is similar to the revolve tool in that you are revolving a shape around an axis, but in this case, the individual makes this axis. In most instances the axis with which one draws is rounded or curvy. In class we used this tool to make the wick of a candle.

Individual Project:
For the individual project we were required to make 5 different parts use these five different parts to make an assembly. For my project I decided to make a skateboard. My five different parts include the wheels, the rods, with which the wheels are attached, the screws to keep them in place, the skateboard itself, and the bird resting on the top.