

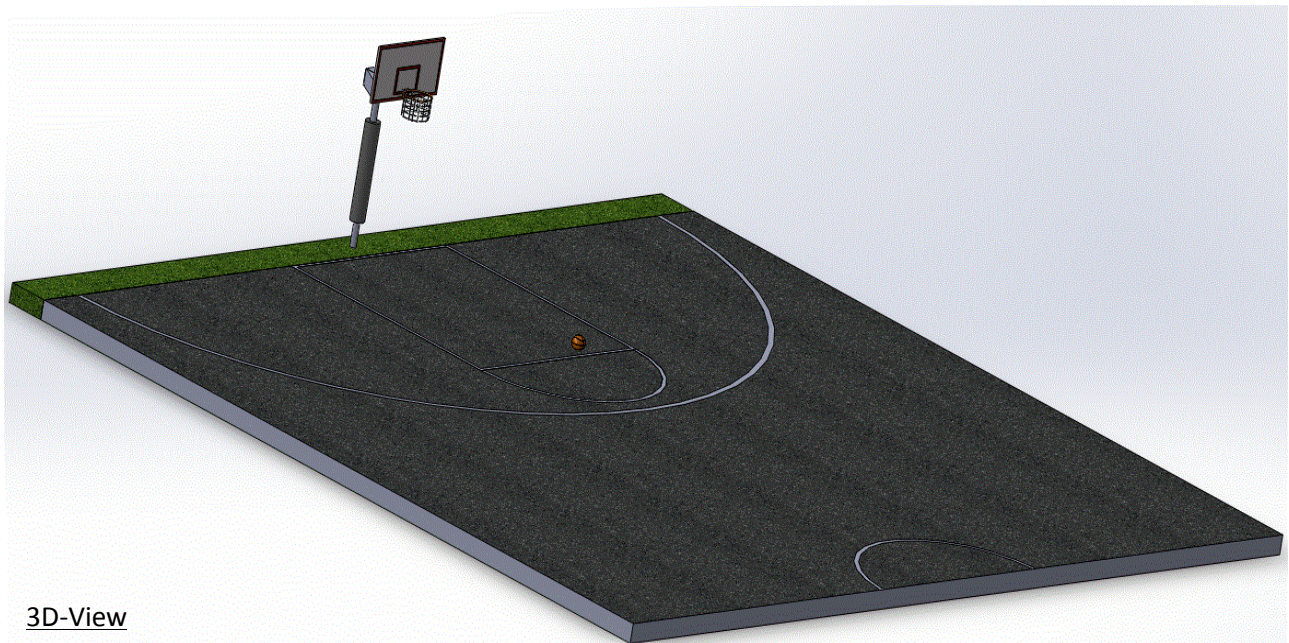
Childhood Playground

By: Tom Hartmann

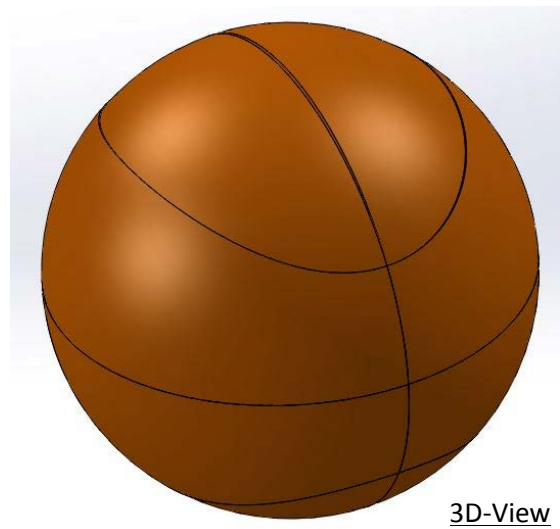
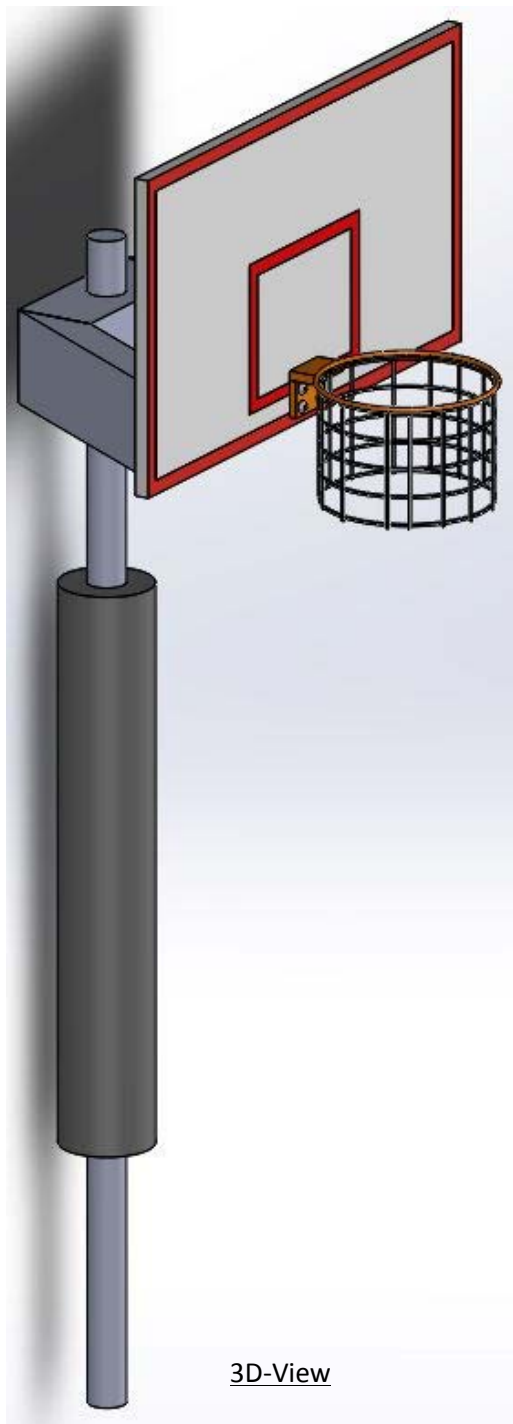


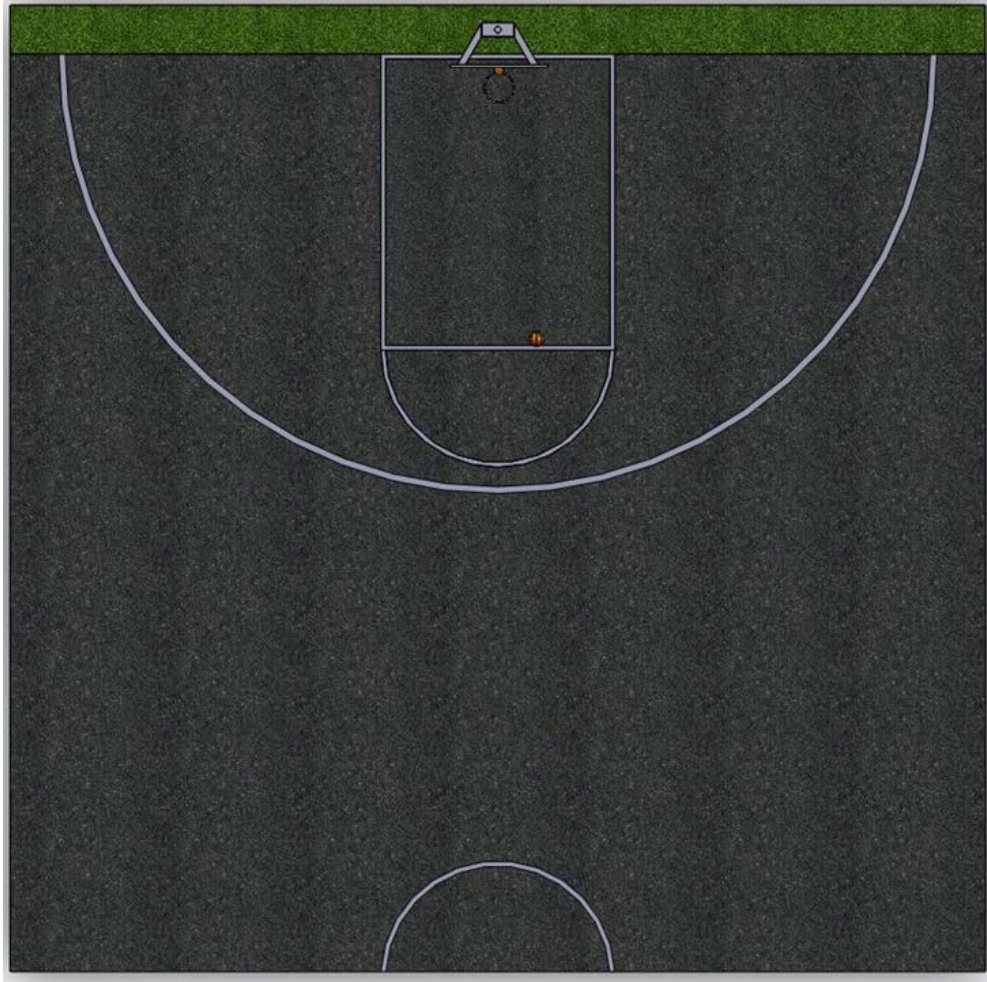
<http://nbog.us/zewski/blogski/2013/03/quiet-and-well-lit-public-basketball-courts>

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3D-View





3D-View

Growing up I was always very active in sports. The sport that I really stuck with was basketball. My Personal CAD project is on the local basketball court in my community. It was located in North Park in Wexford, PA. It is significant to me because participating on the high school basketball team was a big part of my life therefore I spent a lot of time practicing. We would come down to the court after school, on the weekends, or whenever we had free time and play pickup games. It was a nice central point for a lot of us and got us out of the house and staying active.

The most difficult part of this project had to be creating the basketball net. I tried multiple different ways to create realistic net however each one seemed to have its faults. Therefore, I stuck with a more conventional chain-like net. Overall, the project was pretty challenging and got me out of my comfort zone on some of the strategies I like to use. I felt like this project challenged my abilities in multiple ways. If I could go and redo this project, I would definitely have planned better. Instead of just jumping into it, I would have sketched possible designs so that I would have known where problem spots could occur instead of having to backtrack.

The product relates to me because it shows how important sports and staying active are to me. My intended major Mechanical Engineering with a minor in Kinesiology with hope of doing something sports related. My goal is to get into Sports Engineering to either create the best, most efficient equipment or to study injury prevention. My background in playing sports I hope will give me the upper hand in being able to relate to what athletes go through.

I learned a lot from this project especially that you can't take any shortcuts. Any shortcuts that you try, SolidWorks will catch it. Any shortcuts that you try to ignore, SolidWorks won't let you. I learned this the hard way by ignoring SolidWorks initially warning and had to back track a lot because eventually the mistake became unavoidable. Anything I learned was that you always have to look ahead. I started this project and by the time I got to create the hoop, I forgot the dimensions of how big the radius in the hole for the hoop was. Therefore, I would have to go back and adjust. I learned that I need to stay organized so that I don't waste time going back and forth between sketches. Overall though, I really enjoyed this project and the trial-and-error part of it really talks me a lot that I didn't know before. Trying to work through my own mistakes was really the best way for me to learn. Designing something that I am familiar with also helped to keep me intrigued throughout because of how individual these projects were; it would have been hard to push myself to make something I wasn't interested in. There was a lot of freedom to do what you want and be creative about it.