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Personal CAD Project: Disney Castle

My personal CAD project is based on the Disney castle, located in Orlando, Florida. Growing up, I was always obsessed with Disney movies. As much as I would like to say I've grown up a lot since then, it still does not take a lot of convincing for me to spend a Saturday afternoon watching a Disney movie marathon. When I was five, I went to Disney World for the first time and I would have spent the entire day meeting princesses in the castle if my mom let me. This past year I visited again, and though it lost some of its princess appeal, it did not lose any of its architectural magic. I was impressed by its size and beauty and all the impressive detail that went into its multitude of towers and stained glass windows. This is why it was one of the first pieces that came to mind when choosing a project theme. I based my SolidWorks design on pictures taken on the trip and simplified it slightly by using a second cartoon image as seen below:



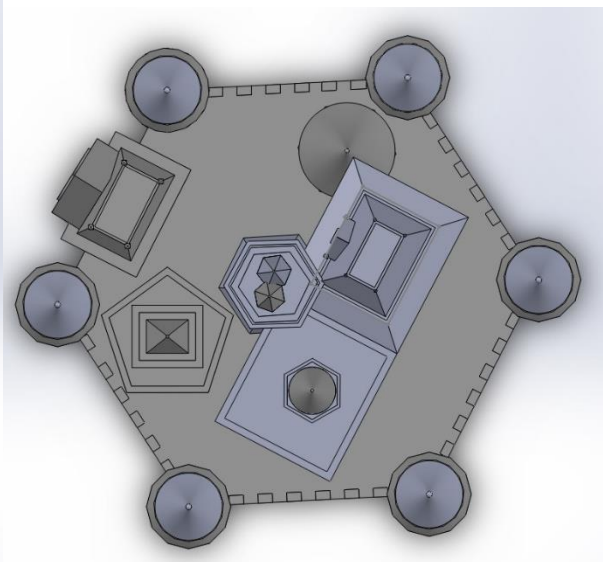
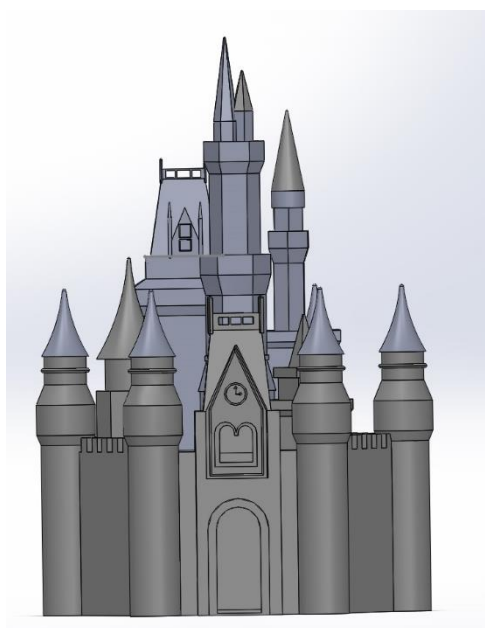
Pictured above: Disney Castle and Friends, Orlando, Florida. Personal photograph by author. 2014.



Pictured above:
http://preview.turbosquid.com/Preview/2014/07/10__22_59_29/CinderellaCastle_1.jpg

The most difficult part of creating this model was determining what parts I should make separately and assemble and which I should create altogether. After a lot of trial and error, I found that it was significantly easier to keep it as one part as much as I possible could. The more pieces I created, the harder it was to keep everything scaled and centered. This challenge, however, was what made the project enjoyable. It would not have been nearly as fun if the design was uncomplicated, and it was entertaining to learn new things along the way. For example, I became very familiar with patterning because I added extra symmetry to simplify the original castle design.

To conclude, the CAD experience I gained this past semester, will seriously help my future as an engineering student. It has the power to let people create virtually any model, and it is much simpler and less prone to mistakes than drawing and dimensioning by hand. At the beginning of Engineering Design, I had no prior experience with the SolidWorks program, so it was certainly a challenge. As the semester went on, I learned how to navigate the program and learned a lot by trial and error. Though I still definitely have a lot to learn, I know it is a tool that I will use in the future!



Pictured right:
front view of
SolidWorks
Disney castle

Pictured left:
top view of
SolidWorks
Disney Castle

