Personal Solidworks Project: ROOK

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If you are acquainted with the game of chess, this piece should look relatively familiar. This is an enlarged model of a medieval rook. I picked this as my personal solidworks design because I used to play chess in my childhood and I figured that designing one of the pieces would be challenging enough to keep me interested in the design process. The most difficult part of this design was deciding what deviations the rook would have from a normal rook from a chessboard. Hence, I decided to give it a medieval theme which enhanced the overall quality of the project.

One new feature learned was the rib feature. Rib basically makes a triangular support between two perpendicular surfaces to show that there is support. The overall project of designing a rook relates to my childhood enjoyment as to why it was very interesting for me to create this with my own twist. This project let me explore my imagination as there was no definite structure for the design of the rook, so I had to design the shape, details, and features all on my own based on what I could come up with. The basic structure of a rook is known as it looks like a castle. With this I decided to design it so that was it looked medieval. Even though it is a representation of a piece from a chessboard, it looks different enough so that it contains its own touch of creativity which is why I did not create this from a picture of a rook. This was done solely based on creativity rather than a replication of something else.

This project has taught me that solidworks is very easy to navigate when it used more frequently. As I had to spend much time working on the project, I had to use solidworks very frequently. This made me realize that once I was accustomed to the software it became easier to use. Also I realized that I am not that bad at using the software and because of this I actually enjoyed working on it. All in all, this project has taught me that to become an engineer, I must adjust to technology and be able to learn techniques and then be able to design and apply these techniques.
Front view

Top View