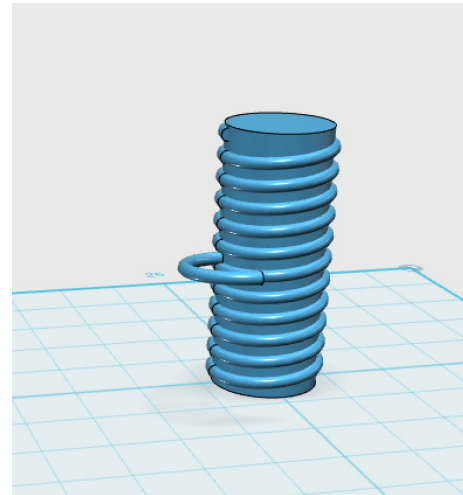
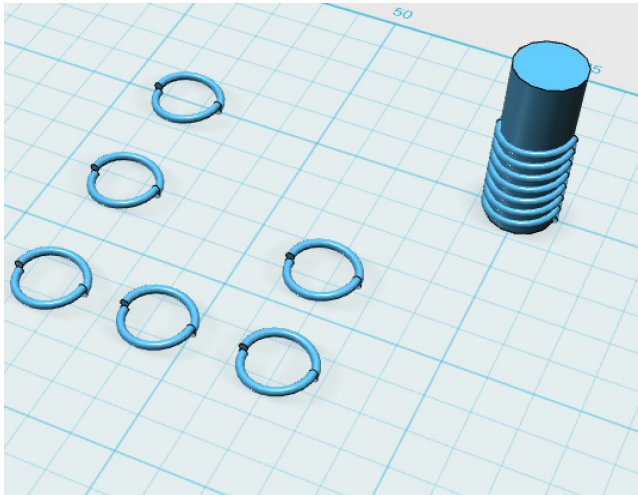


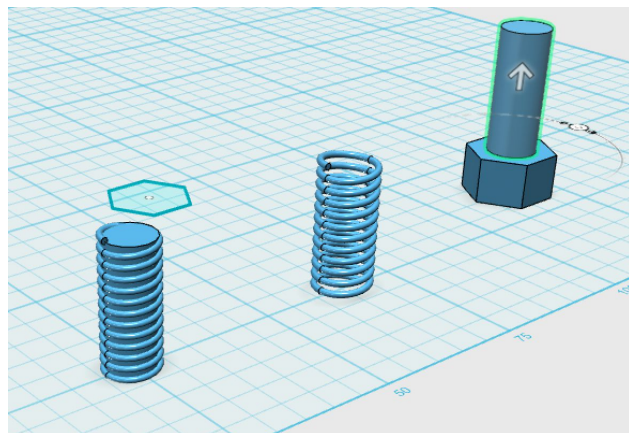
Week 6

This week, I tackled the nut and bolt tutorial. I found this one to be more challenging than the boat mainly due to the fact that this project required a lot of perspective changes. Although this sounds like a relatively easy part to 3D design, it was much harder to get the perspective to the points that the needed to be to be able to accurately see the design.

In addition, this project also required a lot of repeated steps (especially while making the threads on the cylinder). One of the other challenges that I encountered was selecting the appropriate faces to build the spiral. This took a lot of mental visualization to ensure that I was clicking on the correct face.



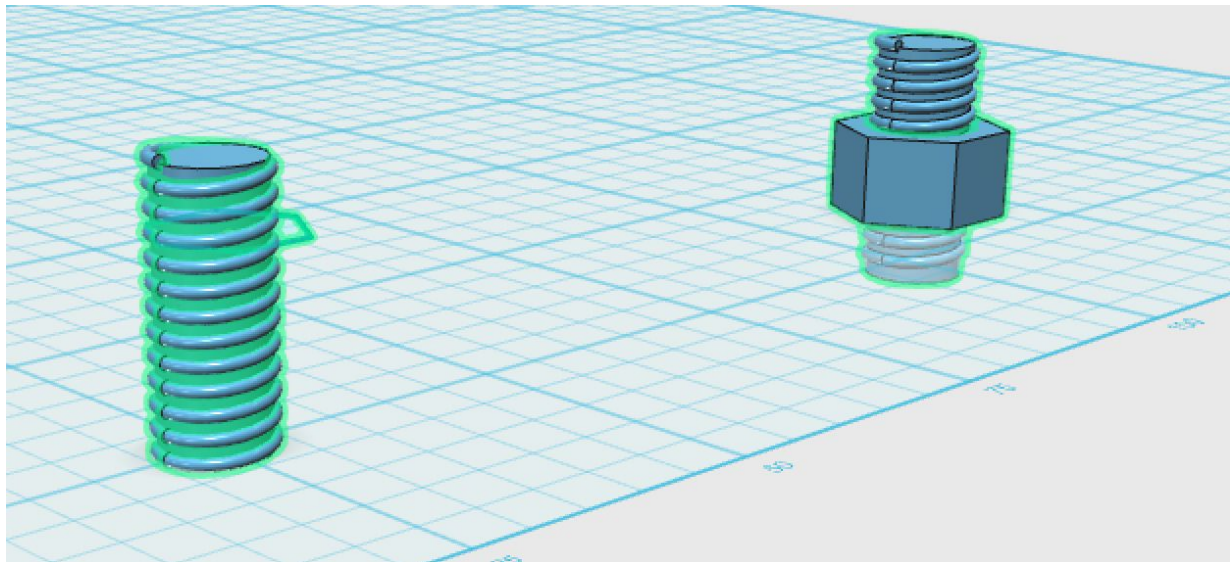
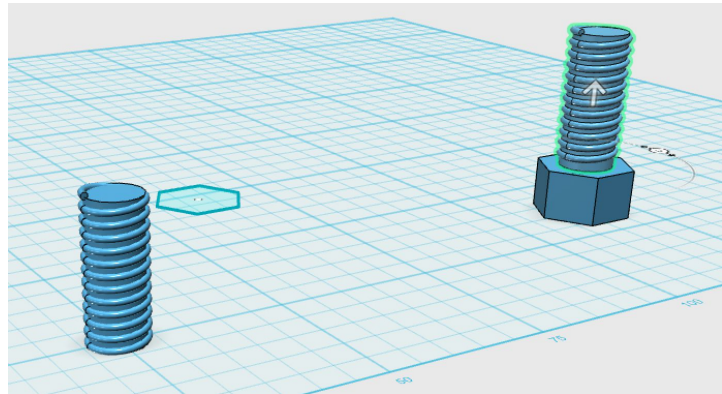
I also encountered difficulties with being able to select all of the objects to merge together. At times when I had thought that I had selected all of the pieces, I had missed one of the threads, or I had completely missed the cylinder. To solve this, I ended up clicking on each piece



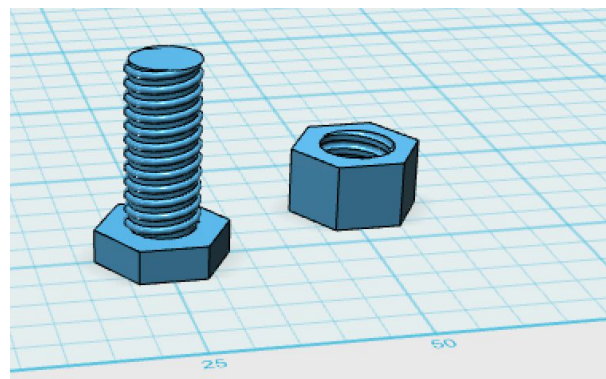
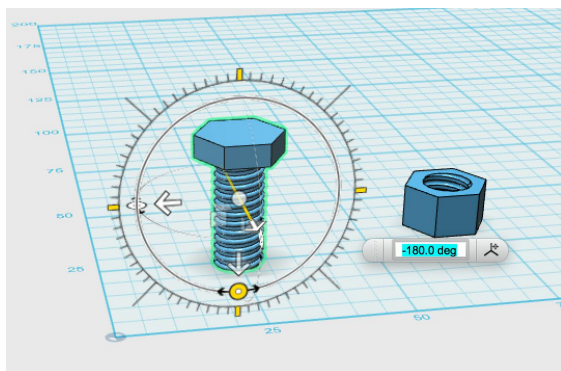
individually to merge, instead of a select all method.

After making this adjustment, I was able to figure out how to select all items.

I'm sure there was an easier way to do this, however, this was the method that worked for me.



With the suggestion from the tutorial, I rotated the bolt 180 degrees so that the flat head would be the base to ensure proper printing.



Fingers crossed that it will print well this week!