

- Complete the following tutorials:
 - **Tutorials : 10.1**
 - **Tutorials : 11.1**
 - **Tutorials : 11.2**
- Create a **Bugatti Veyron Hood**, use the image posted on the website to sketch
 - You must use the Sketch Tracer to create the outline, but you can use any other workbench to finish the part. Make sure it's a solid part and not just a surface.

Deliverables:

Save a single word document in your personal folder under 'Submitted Problem Sets' with the following:

- **Screen captures taken while completing the following tutorials**
 - **Tutorials : 10.1**
 - **Tutorials : 11.1**
 - **Tutorials : 11.2**
- **Several screen captures and documentation of your Bugatti hood**
- **Summary of lessons learned while completing this HW assignment**
- **Answer the following questions:**
 - How would you convert a 2-dimensional surface into a 3-dimensional part (locate the tool used)? Also, what functionalities are available now that the part is no longer a surface?
 - In the **Bugatti Veyron Hood**, what workbench did you use to create the contoured surface and what's one way that your hood could be improved?