

DESIGN OF A BOAT

by

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Project Report

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PREFACE

Many thousands of year ago the thrill of moving across the water was being achieved using trunks of trees and rafts. Through experiments and trial and error, shipbuilding was passed down the generations: Greeks built their triremes; Romans built their galleys; Vikings produce their ships to carry their soldiers through heavy seas.

Although those beautiful ships were able to travel through water the need for scientific approach was needed because at the first sea disaster a lot of those ships sank, broke or capsized.

The solution to this problem came relative "recently", in the middle of the eighteenth century. Great names like Bernouilly, Euler, Frederic Chapman and hundrent of others helped to evaluate the corner stone laid by Archimedes two thousands years ago.

The science of the recent years and the art of crafts, built up over many thousands of years ago, make naval architecture to be an Art and a Science.

Therefore the design of a boat does not only depend on calculation but and on designer creativite. This project deals with the design of a small pleasure boat. Using Computer Aided design in the analysis and Design of boat lines and other drawings an important improvement of the whole design was made. All calculation and design specifications were made in accordance to ISO and BS standards.

Through creativity and decision making processes all the phases of design were carried out, thus by this way examining all possible solutions to the problem.

Finally I would like to add that as my first approach in boat design I was able to improve greatly my Knowledges in the field of naval architecture.

I hope my next approach to this field of design to be more sophisticate and more improved.

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