

Rhino Advanced Beginner

Rhino is a 3D computer graphics and computer-aided design (CAD) application software developed by Robert McNeel & Associates. Rhinoceros geometry is based on a NURBS mathematical model, which focuses on producing mathematically precise representation of curves and freeform surfaces in computer graphics. Rhino uses real world dimensions in modeling. While Rhinoceros is developed for Microsoft Windows operating system, a beta version with a reduced toolset is available for OS X.

This course offers a deeper knowledge and understanding on Rhino and is for those who want to be able to take their modeling skills further to be able to create more complex forms such as organic surfaces, make plans, create isometric views for annotation and sharing your model.

This Advanced Beginner class will be a hands-on workshop

Upon completion, you will be able to:

- Create organic surfaces
- Create layout pages
- Create plans of your models with dimensions
- Render your models
- Share your models
- Get your models ready for 3D printing

Prerequisites

- Basic level computer skills recommended.
- Rhino Fundamentals

Software and Hardware Requirements

- The class will be presented on Rhino 5
- To download Rhino 90 day Trial version: Click [HERE](#)
- For reference only:
- Operating system requirements: Mac OS X 10.8.5 or Microsoft Windows 7, 8 or 8.1
- Hardware: 64-bit Intel or AMD multi-core processor, 1 GB of RAM (8GB recommended), 600 MB disk
- free disk space for install and a three button mouse. OpenGL 2 capable video card recommended.

Questions?

Please call us at 800-336-3375.

Course Outline

Day 1

Welcome and Introduction

Using Analysis and Defining Degrees

- Analysis toolbar
- Defining surface and curve degrees
- Rebuild and change degrees

Creating Organic Surfaces

- Modifying NURBs, seams and poles
- Creating surfaces from curve networks
- Offset geometry
- Inset geometry
- Blending versus filleting
- Creating a solid creation

Documenting and Annotating

- (Annotating a simple 3D Set)
- Labeling and dimensioning
- Snap shots for review
- Isometric views for dimensioning
- Clipping plane and layout pages

Day 2

Rendering and presentation

- (Visualizing a Simple 3D Set)
- Adding lighting
- Material Creation and management
- Camera positioning
- Final render

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Creating a prototype

- Model preparation
- Creating an automatic shell
- Manual shelling
- STL format export

Sharing and Collaboration

- Exporting files and types
- Fast printing techniques
- Intro to 3D Printing