

## RHINO ESSENTIALS FOR ARCHITECTS & INTERIORS

<b>Credits:</b>	Valid for 24 AIA hours/LUs
<b>Prerequisite:</b>	Working knowledge of a Windows OS
<b>Available Times:</b>	3 days, 9:00am-5:00pm; 6 mornings, 9:00am-1:00pm; 6 late afternoons, 3:00pm-7:00pm

### OBJECTIVE

This course introduces you to the essentials of creating and editing accurate free-form 3D NURBS models using Rhino software.

### TOPICS INCLUDE

**THE USER INTERFACE** The class starts by getting attendees acquainted with the Rhino user interface, screen, menus, toolbars, graphics area, command window, entering commands, navigating around the model, and moving objects.

**CREATING TWO-DIMENSIONAL OBJECTS** This section will explore drawing 2D lines, freeform curves, modeling aids, model setup, saving your work, layers, and deleting objects.

**PRECISION MODELING** Attendees learn how to model with coordinates and viewports in 3D space, use object snaps and analysis commands, draw circles, arcs, ellipses and polygons, as well as model freeform curves.

**THE DISPLAY** This section teaches attendees how to change the view of a model, pan and zoom, in addition to resetting a view.

**EDITING OBJECTS** This portion of the class will focus on the fillet, chamfer, move, copy, undo and redo, rotate, mirror, join, scale, array, offset, trim, split, and extend tools.

**POINT EDITING** Attendees learn the essentials of displaying control points, or editing points of an object, so that they can adjust the shape rather than manipulating the whole object at once.

**CREATING DEFORMABLE SHAPES** This section teaches attendees freeform modeling, surface creation and rebuilding, control point editing, curve creation, splitting surfaces with curves and surfaces, blending between two surfaces, as well as lighting and rendering.

**MODELING** This portion of the class will focus on modeling with solids, the flashlight, pull toy and solid text.

**IMPORTING AND EXPORTING MODELS** Attendees learn the different commands for importing and exporting Rhino file information, creating mesh objects, and making a 2D drawing from a 3D model.

**MISCELLANEOUS TOPICS** The class will also give attendees an understanding of printing from Rhino, customizing workspaces and toolbars, Rhino options, and creating custom toolbar layouts.

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