

## **RHINO LEVEL I – NURBS MODELING**

**Duration:** 24 hours

**Prerequisite:** Working knowledge of a Windows OS

### **OBJECTIVE**

This course introduces you how to produce 3-D models using NURBS geometry and arrange models for export, annotation and plotting.

### **TOPICS INCLUDE:**

- Use the features of the Rhino user interface
- Customize your modeling environment
- Create basic graphic objects—lines, circles, arcs, curves, solids, and surfaces
- Model with precision using coordinate input, object snaps, and SmartTrack™ tools
- Modify curves and surfaces with edit commands and gumball
- Use control point editing to modify curves and surfaces
- Analyze your model
- Display any portion of the model
- Export and import models to and from various file formats
- Render the model using Rhino Render
- Dimension and annotate model with text and hatch
- Use layouts to arrange views of model on paper for printing