RHINO LEVEL II – ADVANCED RHINO 3D MODELING

Duration: 24 hours
Prerequisite: Working knowledge of a Windows OS and Completion of Level 1 training or equivalent, plus three months (minimum) experience using Rhino.

OBJECTIVE

The course explores advanced techniques in modeling to help participants better understand Rhino's modeling tools, advanced surfacing commands, curves, and surface topology and how to apply these concepts in the in practical situations.

TOPICS INCLUDE:

- Customize toolbars and toolbar collections
- Create simple macros
- Use advanced object snaps
- Use distance and angle constraints with object snaps
- Construct and modify curves that will be used in surface building using control point editing methods
- Evaluate curves using the curvature graph
- Use a range of strategies to build surfaces
- Rebuild surfaces and curves
- Control surface curvature continuity
- Create, manipulate, save, and restore custom construction planes
- Create surfaces and features using custom construction planes
- Group objects
- Visualize, evaluate, and analyze models utilizing shading features
- Place text around an object or on a surface
- Map planar curves to a surface
- Create 3-D models from 2-D drawings and scanned images
- Clean up imported files and export clean files
- Use rendering tools