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Registered AIA / CES Provider

Rhino® Nurbs Modeling

- Tuition: \$795.00/per person
- Prerequisite: Windows® 98, ME, NT®, 2000 or XP Operating System experience.

Purpose: This course introduces you to the fundamentals of creating and editing accurate free-form 3D NURBS models.

Topics Include:

- **Rhino Basics:** Rhino for windows Interface, screen, menus, toolbars, graphics area, command window, entering commands, navigating around the model, and move objects.
- **Creating Two-dimensional Objects:** Drawing lines, freeform curves, modeling aids, model setup, saving your work, layers, and Deleting objects.
- **Precision Modeling:** Modeling with coordinates, viewports, modeling in 3D space, object snaps, analysis commands, drawing circles, arcs, ellipses and polygons as well as modeling freeform curves.
- **The Display:** Changing the view of your model, panning and zooming, resetting your view.
- **Editing Objects:** Fillet, chamfer, move, copy, undo and redo, rotate, mirror, join, scale, array, offset, trim, split, and extend.
- **Point Editing:** to display the control points or the edit points of an object so that you can adjust the shape on an object rather than manipulating the whole object at once.
- **Creating Deformable Shapes:** Freeform modeling, surface creation, surface rebuilding, control point editing, curve creation (drawing, projecting), splitting surfaces with curves and surfaces, blending between two surfaces, and lighting and rendering.
- **Modeling with:** Solids, flashlight, pull toy and solid text.
- **Importing and Exporting Models:** Importing and exporting Rhino file information, creating mesh objects, making a 2D drawing from a 3D model.
- **We will also cover the following:**
 - Creating surfaces
 - Rendering
 - Printing
 - Customizing Workspaces and Toolbars
 - Rhino Options
 - Creating Custom Toolbar Layouts