

3D Modeling with Rhino — Basic

This hands-on course addresses the needs of beginners to Rhino and 3D modeling in general. Its objective is to familiarize students thoroughly with Rhino fundamentals and teach them to create and edit 3D models of both mechanical parts and free-form models.

Course Outline

PART ONE Introduction and Overview

1 Introduction and Overview	Page
Overview - What is Rhino?.....	11
Object types	11
Surface	11
Polysurface	12
Solid	12
Lightweight Extrusion Objects	13
Curve	13
Polygon Mesh	13
2 The Rhino for Windows Interface	14
The Rhino Screen	14
The Rhino Screen	15
Menus.....	16
Toolbars	16
Tooltips	16
Cascading toolbars	16
Graphics Area	17
Viewports	17
Viewport tabs	18
Command Area	18
The Mouse	18
Entering Commands	19
Shortcuts and Aliases	19
Clickable options	19
Autocomplete command name	19
Repeating commands	20
Canceling commands	20
Help	21
View the Command Line History	22
View Recent Commands	22
Panels	23
Navigating Around the Model	27
Zooming in and out	28
Zooming extents	28
Move Objects	28
Copy Objects	29
Changing the view of your model	30
Viewports	30
Parallel vs. Perspective Projection.....	31
Panning and Zooming	31
Reset Your View	31

PART TWO Creating and Editing Geometry 35

3 Creating Geometry 37
Drawing lines 37
Drawing free-form curves 38
Modeling aids 39
Grid Snap 40
Ortho 40
Osnap 40
SmartTrack 40
Planar 40
Gumball 40
Record History 40
Filter 40
Saving your work 40
Layers 41
Selecting objects 44
Dedicated selection commands 46
Filter Selection 47

4 Precision modeling 49
Coordinate entry 49
Absolute coordinates 49
Relative coordinates 50
Polar coordinates 50
Distance and angle constraint entry 51
Object Snaps 55
Additional modeling aids 59
SmartTrack 59
Tab Constraint 60
Project constraint 60
Planar constraint 61
Viewports and construction planes 62
Viewports 63
Construction planes 63
Analysis commands 74
Distance 74
Length 75
Radius 75
Point evaluation 76
Drawing with precision 76
Circles 76
Arcs 81
Ellipses and polygons 84
Ellipses 84
Polygons 85
Rectangles 85
Free-form curves 89
Helix and Spiral 91

5 Editing Geometry 96
Fillet 96
Blend 99
Chamfer 103
Move 106
Copy 107
Undo and Redo 108
Rotate 108
Group 109
Mirror 110
Join 110
Scale 111

Editing with the gumball	112
Gumball actions:	112
Gumball Controls	113
Trim	120
Split	121
Extend	122
Offset	124
Array	128
6 Point editing	133
About control points, edit points, and knots	133
Nudge Controls	136

