

WEEK 8

Form making

Fillet corners

Loft

Rail Revolve

Twist

Offset

Unroll

Drape

Flow along surface

WEEK 8

Rendering

Raytraced viewport

Capture to file

Ground plane fade into backdrop

Environment gradient

Import picture for image reflection

Materials

Importing materials from free downloads - freepbr.com // polyhaven

Texture

Lights & light properties - spotlight, linear light, multiple lighting sources

Diagramming

Make 2D

Annotations

Rhino layouts

Parallel viewport (axo view)

Text object

Text / text properties

Linetype

Line weight

Print (jpg, png, pdf)

WEEK 7

Sub D modeling

Curve commands to subdivision modeling

- Loft
- Revolve
- Sweep 1
- Sweep 2
- Degree
- Blend surface

Closed nerb surface = control point manipulation

Sub d

- surface = face or edge manipulation (shift/control/left click)
 - Add crease by selecting edges
- Sub d surface from corners (Tab = turn smooth off)
- Join
- Bend in right view
- Shift control double click to grab edge

Shell

Solid > fillet edge

Variable radial fillet

Helix

Pipe

Render

Ground plane

Object

Lighting

Environment (sphere)

Camera (f6)

Materials

WEEK 6

Subdivision modelling

Sweep 1 rail

Sweep 2 rail

Rebuild

Cage Edit

Points on

WEEK 4

Render

(The right side side toolbar tabs)

Properties

Materials

Display

Lights

Named Views

Make 2D (check box: by output layers)

- Tangent edges: inner lines
- Hidden lines: behind lines
- Scene silhouette: outlines

Text Object

Drawing template

(the bottom toolbar tab)

- Template properties
- Text
- File > print

WEEK 3

Drawing 2D shapes with curves

Polyline

Curve

- Fillet
- Blend curve
- **Interpolate curve**
- Join
- Explode
- Split
- Show points on toolbar
- Rebuild

Polar Array

Trim

Planar Srf

Hatch

Loft

Lasercut prep

Layers

- Materials
- Colours

Render viewport

WEEK 2

Review of last week's commands

Interface

New, open, import, save,

Top menu, side bar, command

Settings: units,

Settings: file, auto

2d drawing

Shapes

Polyline

Shift for straight line

Tab to free hand

Finish = space bar, enter, or right click

Planar srf

Trim

Pipe

Import image

Keyboard Shortcuts

Shift for straight line

Tab to free hand

Finish = space bar, enter, or right click

WEEK 1

Software interface

Pan

Scroll

Select

Viewports

Layers

Settings (highlighted on the bar at the bottom of screen)

Osnap (end, mid, center)

Gumball

Smarttrack

Commands (from left of screen toolbar)

Point

Polyline

Circle

Rectangle

Polygon

Surface from 3 or 4 points

Planar srf

Box

Cylinder

Torus

Pyramid

Boolean difference

Trim