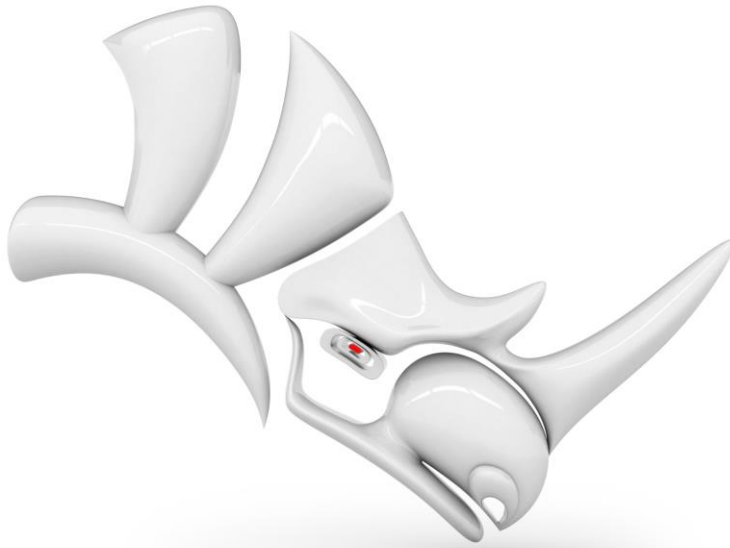


Training schedule

Basic course 4 x 4 hour



Rhino**ceros**[®]
modeling tools for designers

Equivalent to Level 1

Lesson 1

- Introduction to Splines, NURBS, Polylines, and Mesh (the different surface geometric structures)
- Overview of Tolerance and Templates
- Orientation in the program with menus and windows
- Drawing several simple models to explain the different functions
- Modeling space: Construction Plane, Osnap, and Project
- Orientation homework

Lesson 2

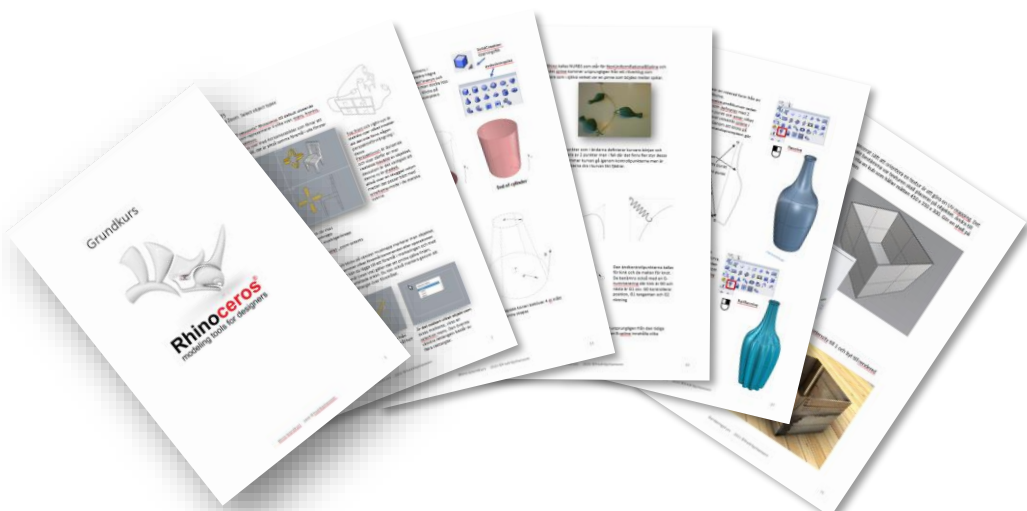
- Review of orientation homework
- 2D modeling: tools and functions
- Organizing: Using Layers, Groups, and Blocks
- Quick commands
- 3D modeling: Surfaces, Solids, and Solid tools
- Modeling homework Level 1

Lesson 3

- Review of modeling homework
- Introduction to Rendering
- Basics of Rendering: Color, Texture, and UV Mapping
- The Rendering Environment: Ground Plane, Lighting, and Environment
- Modeling homework Level 2

Lesson 4

- Review of modeling homework
- Joint drawing assignment
- Settings: Dimensions and Lines
- Drafting basics: Vector method & Window method, Dimensions, and Printing
- Layouts
- Feedback and Summary



RECOMMENDATIONS

McNeel recommends in its Level 1 course book;

Target audience:

The training guide presents topics, commands, and procedures that are important for every Rhino user. The training guide will offer exercises and examples with common objects that allow the concepts to be thoroughly covered for all students, regardless of field or industry.

Duration:

- The training guide consists of more than 24 hrs of training.
- The training can be presented in three full-day, six half-day sessions or adapted for a custom schedule.
- Instructor should prepare by choosing which exercises are to be presented during class and which exercise work will be assigned as homework.
- High schools or secondary schools may present the materials over a full semester. For a curriculum guide and other ideas on teaching Rhino, go to [Rhino in Education](#) web site for support.

Schedule B: Six half days (on-line training)

Session 1 Topic

9:00 am – 10:45 am Introduction, Rhino interface
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Rhino interface, panning & zooming

Session 2 Topic

9:00 am – 10:45 am Creating geometry
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Creating geometry

Session 3 Topic

9:00 am – 10:45 am Editing
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Editing

Session 4 Topic

9:00 am – 10:45 am Editing
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Control point editing, modeling with solids

Session 5 Topic

9:00 am – 10:45 am Surfacing
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Surfacing

Session 6 Topic

9:00 am – 10:45 am Modeling practice
10:45 am – 11:00 am Break
11:00 am – 12:45 pm Import / export, rendering, dimensioning, printing, customization

Schedule A: Three classroom days

Day 1 Topic

8:00 am – 10:00 am Introduction, Rhino interface
10:00 am – 12:00 pm Rhino interface, panning, and zooming

12:00 pm – 1:00 pm Lunch

1:00 pm – 3:00 pm Creating geometry

3:00 pm – 5:00 pm Creating geometry

Day 2 Topic

8:00 am – 10:00 am Editing

10:00 am – 12:00 pm Editing

12:00 pm – 1:00 pm Lunch

1:00 pm – 3:00 pm Editing

3:00 pm – 5:00 pm Control point editing, modeling with solids

Day 3 Topic

8:00 am – 10:00 am Surfacing

10:00 am – 12:00 pm Surfacing

12:00 pm – 1:00 pm Lunch

1:00 pm – 3:00 pm Modeling practice

3:00 pm – 5:00 pm Import / export, rendering, dimensioning, printing, customization

The Course

Training materials and exercise files are provided at the start of the course. If the course is online, the materials are delivered digitally; otherwise, they are provided as a printed booklet. During the course, educational support is included for the duration of the training period, which can be extended with a support agreement. After completing the course, participants are awarded a training diploma.



Fredrik Johansson

ARTInstructor

SetByFred, Partner McNeel