

Rhino 3D training

Outline of Training:

Emphasis is on design workflow for optimum / fast output: From sketch / blueprint, to finished model, to realistic renderings / animation, and all the stuff in between!

Please email us your background and areas of interest so that our trainer can customise the training to suit your needs.

Rhino Training (Day 1)

9-9:30: welcome, introduction

9:30-10: quick overview of interface, various methods to trim/split and/or Boolean curves/surfaces/solids

→ Will assist instructor identify capabilities of student(s)

10-11: efficient techniques to speed up initial construction from working drawings (part A)

→ rather than work with 3d geometry as a basepoint, we'll work from 2D to construct 3d geometry. Two methods will be investigated; 1) importing 'background bitmaps' into 3d space and scaling to correct resolution for accurate/quick 3d geometric construction.

11-11:20: morning tea break

11:20-1: efficient techniques to speed up initial construction from working drawings (Part B)

1) building accurate 2d/3d framework, using object snaps (osnaps) and other typed commands to assist with placement / accuracy

1-1:45: lunch

1:45-3: intermediate modelling for 'real' output (Part A)

→ quickly getting accurate results based on initial construction

- generating organic 3d curves
- organic surface construction

3-3:20: afternoon tea break

3:20-5: intermediate modelling for 'real' output (Part B)

- understanding the variety of ways to create surfaces
- variety of orient/array commands to speed up repetitive tasks

Rhino Training (Day 2)

9-9:30: any questions?

Quick/demonstrated answers to get the ball rolling

9:30-11:20: advanced modelling for 'real' output (Part A);

- how to construct difficult designs

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- *advanced surface construction, surfaces from network of curves, etc.*

11-11:20: *morning tea break*

11:20-12: *ways to quickly manipulate surfaces/solids*

- *using control points*
- *cagedit*

12-1: *manipulating surfaces/solids into complex designs*

- *a range of techniques demonstrated*

1-1:45: *lunch*

1:45-3: *let's work on your own examples, ...*

- *in-depth explanation of your own processes*

3-3:20: *afternoon tea break*

3:20-4: *let's work on your own examples, ...*

- *cont.*

4-5: *Future possibilities;*

- *variety of plug-in(s) available to automate and/or facilitate different functions*
- *if interested, quick intro to V-Ray for photo-real illustration for client presentations*
- *wrap-up*

Additional *(based on student interest):*

- *Rapid prototyping and output for manufacture, FDM, Laser Cut, etc. for 1:1 model construction, for project miniatures, for props, etc.*
 - *Integration with other softwares, like VectorWorks, SketchUp, 3D Studio Max, Maya, and XSI scene – was discussed.*
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V-Ray for Rhino/Sketchup Training (Day 3)

9-11: Start

- " Introductions and student overview of abilities
- " 'quick and dirty' settings → simplest way to quick – photo-real results
- " basic V-Ray settings explained
- " exterior scenes (briefly)

11-11:20: (morning tea break)

11:20-1: initial setup / quick settings

- " materials / textures
- " interior scenes
- " Adding lights; rectangular, spot, etc.

1-1:45: (lunch)

1:45-3: intermediate settings

- " Creating your own HDRI's, integration with real photographic sites etc.
- " settings, inc. HDRI → exterior scenes (revisited with more functions)

3-3:20: (afternoon tea break)

3:20-5: advanced settings

- " Caustics, etc.
- " animating with V-Ray
- " even more advanced settings (if we have time)

5: end

Additional (based on student interest):

- animation, dolly, turntable, camera crane, follow camera/target path
- Bringing motion tracked data into rhino and generating paths to follow with animation, etc.
- integration with other softwares

We suggest that you bring a notepad, pen and Memory Stick so that you can record and save the work you perform at the training.

Costs:

- 2 Days \$795 (Rhino Training) per person ex GST
- 3 Days \$1095 (Rhino +V-Ray Training) per person ex GST

- Only attending V-Ray (Rhino/SketchUp) Training
Cost for 1 day V- Ray training per person \$495 ex GST

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