

Intro. To Rhino 3D Modeling

This workshop is tailored to those who want to learn Rhino 3D in general, and exploit its powerful NURBS modeling engine in specific. We will cover basics of 3D modeling (surface and solid modeling) in the light of what Rhino has to offer of robust NURBS tools.

Workshop Details:

Friday, Saturday and Sunday (3rd, 4th & 5th of July)

Friday: 2 pm to 6 pm.

Saturday and Sunday: 10 am to 2 pm.

Fees:

Students: 500 AED

Professionals: 1000 AED

Curriculum:

Day1 Topics:

Basic Concepts in 3D Geometry

- Solid, Surface Models

- Meshes, NURBS

Rhino3d Interface

- Snaps, Tracking, and Reference Planes

- Solid and Solid Editing Tools

- Surface and Surface Editing Tools

- Transformations

Organic Modeling: Tutorial 1

- Chair Design.

Day 2 Topics:

File Structure

- Layers, Groups, Objects properties

- Export/Import formats

Architectural Modeling Tutorial 1

- House 1

Architectural Modeling Tutorial 2

- House 2

Day 3 Topics:

- Paneling Tools Plug-in (Developed By Rhino)

- ArchCut Plug-in (Developed By Rhino)

- SHAPE Scripts Plug-in (Developed by SHAPE)*.

*Shape Architecture Practice + Research supports the workshop by a complementary plug-in, SHAPE Scripts.

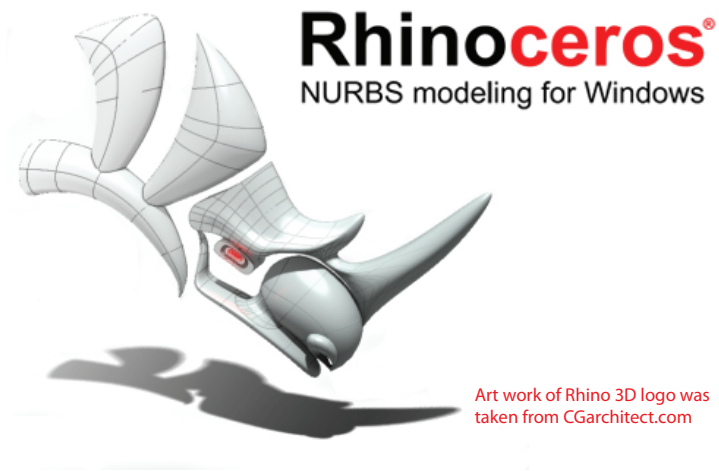
Instructor Background

Maher is a PhD researcher and a class instructor at Georgia Institute of Technology, Design Computing group. He taught various 3D modeling classes and workshops in a number of universities including: MIT, Georgia Tech, and AUS.

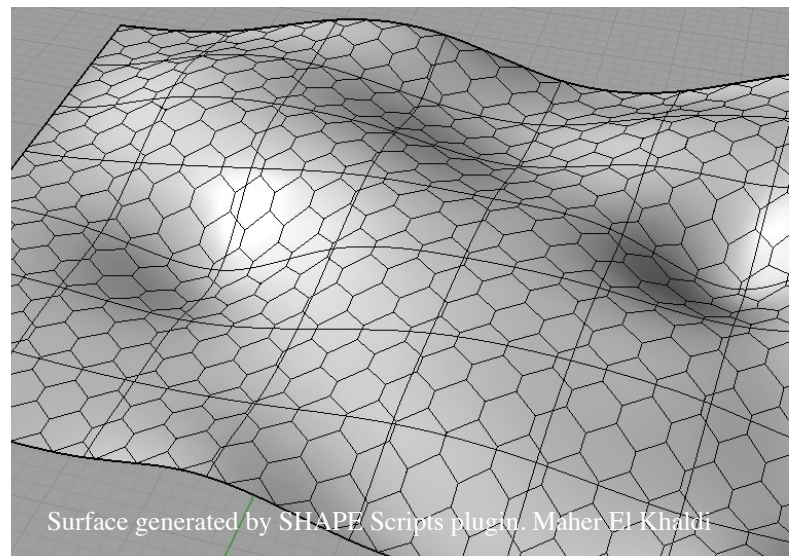
Location and address

www.shelter.ae

Exit on the fourth intersection on sheikh zayed road heading towards alkhalil road. On the second traffic light take a left. The shelter is the first building on the right.



Art work of Rhino 3D logo was taken from CGarchitect.com



Surface generated by SHAPE Scripts plugin. Maher El Khaldi