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Alldimension Academy

Rhino & Grasshopper course Syllabus

40hrs

Level-1

- Use the features of the Rhino user interface
- Customize your modeling environment
- Create basic graphic objects—lines, circles, arcs, curves, solids, and surfaces
- Model with precision using coordinate input, object snaps, and SmartTrack™ tools
- Modify curves and surfaces with edit commands and gumball
- Use control point editing to modify curves and surfaces
- Analyze your model
- Display any portion of the model
- Export and import models to and from various file formats
- Render the model using Rhino Render
- Dimension and annotate model with text and hatch
- Use layouts to arrange views of model on paper for printing

Level-2

- Customize Toolbars
- Create simple macros
- Use advanced object snaps
- Use distance and angle constraints with object snaps
- Construct and modify curves that will be used in surface building using control point editing method
- Evaluate curves using the curvature graph
- Use a range of strategies to build surfaces
- Rebuild surfaces and curves
- Control surface curvature continuity
- Create, manipulate, save and restore custom construction planes
- Group objects
- Visualize, evaluate, and analyze models utilizing shading features
- Place text around an object or on a surface
- Map planar curves to a surface
- Create 3D models from 2D drawings and scanned images
- Clean up imported files and export clean files
- Use rendering tools.