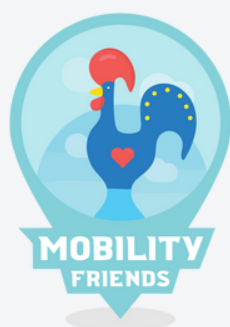**DIGITAL**

RHINO 3D
SPECIAL EDITION COURSE

Your Mobility Partner

PIC Number: 948037649 | **Organisation ID:** E10207576

COURSE OVERVIEW

This comprehensive five-day program is designed to introduce participants to the fundamental and advanced tools of Rhino 3D, a powerful modeling software used in various design fields. Whether you're a beginner or looking to refine your skills, this course offers a structured approach to mastering 3D modeling and rendering.

COURSE OBJECTIVES

- Gain a comprehensive understanding of Rhino 3D's interface and navigation tools.
- Develop proficiency in creating and manipulating basic 2D and 3D geometry.
- Understand the use of layers, object properties, and construction planes for organized modeling.
- Analyze models for surface continuity and accurate measurements.
- Learn advanced curve and surface editing techniques to refine geometry.
- Practice rendering techniques and exporting high-quality images of modeled objects.
- Complete a final project that synthesizes design, modeling, and rendering skills.

LEARNING OUTCOMES

Navigate the Rhino 3D interface efficiently. Create basic 2D and 3D geometries. Deconstruct and rebuild surfaces for better model refinement. Constructing basic 3D objects. Organize models using layers and adjust object properties effectively. Edit control points to refine curves and surfaces. Set up views and perspectives for optimal model presentation. Design and model a simple object, applying materials and rendering the final project.

Duration

This is a 5 Day Course, not including weekends.

Price

All expenses can be covered through a Knowledge Acquisition (KA) subsidy within the Erasmus+ initiative. This is a 5-day training course in which Mobility Friends imposes a fee of 350€ per attendee, in courses located in the cities of the continent and Madeira island. The fee for Azores island is 480€ per attendee.

The price includes the training course and a coffee break.

For groups of 5 or more people, please contact us for pricing details.

Language

English

Schedule

The time of classes, whether in the morning or afternoon is determined by the provider. The schedule may vary considerably based on participants' preferences and the trainer's discretion regarding any modifications.

Certificate

A Certificate of Attendance will be awarded to participants who attend a minimum of 80% of the course.

Other Services

Besides providing the training course, Mobility Friends offers various services to participating groups, such as accommodation, cultural visits, and transfers, among others. Contact us to learn how we can assist you with your travel logistics.

COURSE TIMELINE

DAY 1
- Welcome and Course Overview
- Diagnostic Test – pre evaluation
- Introduction to Rhino 3D:
  - Interface and Navigation
  - Viewports and Display Modes
- Creating Basic Geometry:
  - Points, Lines, Curves, and Polylines
  - Snapping and Precision Tools (Grid Snap, Ortho, SmartTrack)
- Editing Basics:
  - Moving, Rotating, Scaling, and Copying Objects
  - Trim, Split, and Join Commands
- Exercise: Creating a Simple 2D Floor Plan

DAY 2
- Creating 3D Geometry:
  - Extrusions, Revolves, and Lofting
  - Sweep Commands (Sweep1 and Sweep2)
- Solid Modeling Basics:
  - Primitives (Box, Cylinder, Sphere, etc.)
  - Boolean Operations (Union, Difference, Intersection)
- Editing 3D Models:
  - Fillet, Chamfer, and Offset Tools
  - Deconstructing and Rebuilding Surfaces
- Exercise: Modeling a Simple 3D Object (e.g., a Chair or Vase)

DAY 3
- Introduction to Layers and Object Properties
- Working with Construction Planes (CPlanes)
- Analyzing Models:
  - Surface Continuity and Normals
  - Object Dimensions and Measurements
- Introduction to Curves and Surfaces:
  - Control Points Editing
  - Rebuilding and Refining Geometry
- Exercise: Designing a Basic Product Prototype

*Please note that program content may be subject to change based on input from our trainers.

COURSE TIMELINE

DAY 4
- Setting Up Views and Perspectives
- Introduction to Rhino Render:
  - Materials and Textures
  - Applying Materials to Models
- Basic Lighting Setup:
  - Types of Lights and Placement
- Rendering Basics:
  - Adjusting Render Settings
  - Exporting Rendered Images
- Exercise: Rendering a Modeled Object

DAY 5
- Overview of Key Tools and Workflows
- Participants Begin Final Project:
  - Design and Model a Simple Object (e.g., a Table or a Small Pavilion)
  - Apply Materials and Render
- Final Test and Feedback – final evaluation
- Q&A Session: Troubleshooting and Tips
- Course Wrap-Up:
  - Certification

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for Employment and Labor Relations

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