

Chindlers

Rhino 6

Requirements

- You should have Rhino V5 or v6 version available, either as demo or purchased. Mac or PC.
- Check rhino 3D website for downloading a demo version, fully functional. It's available for Mac and Windows
- Even though I will make my tutorials on a windows platform those using Rhino for Mac can follow easily.
- This course starts from the very beginning. We build it up little by little and we'll explore all the tools that will help you in your surfacing work.
- Even if you want to use Rhino V6 you will be able to follow all the explanations.

Description

In the first couple of weeks I will show you step by step on how to get around in Rhino 3D and use basic 2D and 3D tools.

From then on, I will share with you how you can edit and modify surfaces to add a greater level of details. As we progress through the lessons you will then learn on how to render with the basic Rhino render followed by quick examples using industry standard rendering plugins like Maxwell Render.

The stone setting 3D modeling technique is one of the most important knowledge and skills that a jewelry CAD designer must have. It is also the most demanded technique from new jewelry designers and experienced bench jewelers.

This course will demonstrates how to design and use 3D modeling for various stones in jewelry design. The course also discusses the design guideline and the process for 3D printing and production.

Students will learn

- the concept of jewelry stone setting
- various shape stone modeling
- understand gem cutter and pilot hole
- 3D printing guideline for each type of setting
- Stone setting modeling for bezel set, prong set, bead set, pave set, channel set, flush set, halo set and cluster set

Whether you're an industrial designer, architect, interior designer, engineer , technician or simply a hobbyist, I can help you in your personal growth.

So I hope you'll tag along.

Thanks for your attention and kind regards,

Give a man a fish and you feed him for a day; teach a man to fish and you feed him for a lifetime.

Lesson	Time
Week 1 Rhino V5 vs Rhino V6	
Lesson1_0 Rhino3D, Introduction, where to find help...	
Lesson1_1_Getting around in Rhino 3D Familiarize yourself with the Rhino 3D environment	
Lesson1_2_The Snapping Toolbar	

Lesson1_3_The Layer window	
Lesson1_4_Setting Up the Grid and Units	
Lesson1_5_Demo 1	
Download Material Week 1	
Download Material for Week 1	
Week 02 Rhino 3D Beginner Level	
<p>Lesson 02 Terminologies</p> <hr/> <p>Lesson 2.1 Learning Basic Curves</p> <hr/> <p>Lesson 2.2 the Smarttrack and the Tab key</p> <hr/> <p>Lesson 2.3 Fillet, Chamfer and Offset Curves</p> <hr/> <p>Lesson 2.4 Extend Curves</p> <hr/> <p>Lesson 2.5 Trim & Split</p> <hr/> <p>Lesson 2.6 Absolute, Relative and Polar Coordinates</p> <hr/> <p>Lesson 2.7 The Rotate Function</p> <hr/> <p>Lesson 2.8 Basic Lines and Angle Drawings</p> <hr/> <p>Lesson 2.9 Demo 2 Conveyor Belt 2D Drawing</p> <hr/> <p>Lesson 2.10 Demo 3 Practising Drawing Arcs</p> <hr/> <p>Lesson 2.11 Demo 4</p>	
Week 03 Rhino 3D Beginner Level	

Lesson3_0 Adjustable Curve Blend G0, G1 and G2	
Lesson3_1 Differences between Adjustable Curve Blend and Match Curve	
Lesson3_2 Intersect, Project and Pull Functions.	
Lesson3_3 Rectangular and Polar Array	
Lesson3_4 Scale 3D, 2D and 1D	
Lesson3_5 Set Auxiliary Planes	
Lesson3_6 Boolean Operations	
Lesson3_7 Picture Frame	
Lesson3_8 Demo 1 Sprocket Design	
Lesson3_9 Extrude	
Lesson3_10 Project and Planar functions	
Lesson3_11 Ex50 RHL1	
Lesson3_12 Ex51 RHL1	
Lesson3_13 Ex57 RHL1	
Download material for week 3 assignments	
Download material for week 3	
Week 04 Rhino 3D Beginner Level	

Lesson4_0 PopUp Toolbar	
Lesson4_1 The Gumball	
Lesson4_2 Loft	
Lesson4_3 Sweep 1 rail	
Lesson4_4 Sweep 2 rails	
Lesson4_5 Curve Network	
Lesson4_6 Surface From Planar Curves	
Lesson4_7 Revolve and Rail Revolve	
Lesson4_8 Patch	
Lesson4_9 Demo Screwdriver	
Lesson4_10 Demo Ikea Lamp	
Lesson4_11 Demo 3D mouse	
Lesson4_12 Demo Handle	
Lesson4_13 Homeworks	
Lesson4_14 Rebuilding links for Picture Frame	
Download material for week 4	
Download material for week 4	

Week 05 Rhino 3D Beginner Level	
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Lesson5_0 Blend Surface	
Lesson 5_0_1 Demo Mug using Cplanes & Blend Surface	
Lesson5_1 Pipe	
Lesson5_2 Orient Perpendicular to Curve	
Lesson5_3 Orient 2pts and 3 pts	
Lesson5_4 Demo Toothpaste	
Lesson5_5 Demo Ring	
Lesson5_6 Demo RHL1 ex 67	
Lesson5_7 History	
Lesson5_8 Demo Pipe	
Download material for week 5	
Week 06 Rhino 3D Beginner Level	

<ul style="list-style-type: none"> 🕒 Lesson6_0 Rebuild Curves and Surfaces <hr/> 🕒 Lesson 6.0.1 Demo Headphones <hr/> 🕒 Lesson6_1 Orient 2 Points Demo and Orient on Surface <hr/> 🕒 Lesson6_2 demo Orient on Surface <hr/> 🕒 Lesson6_3 Array Along Curve and Surface <hr/> 🕒 Lesson6_4 Demo Array Along Curve <hr/> 🕒 Lesson6_5 Flow Along Surface <hr/> 🕒 Lesson6_6 Demo Array Along Curve On Surface <hr/> 🕒 Lesson6_7 Apply UV Curves <hr/> 🕒 Lesson6_8 Demo Making a Bracelet <hr/> 🕒 Lesson6_9 Bend, Taper, Twist <hr/> 🕒 Lesson6_10 Cage Edit 	
<p>Download Material for week 6</p>	
<p>Week 07 Rhino 3D Intermediate Level 9 lectures</p>	

<ul style="list-style-type: none"> ▶ Lesson7_0 Rhino for Graphic Design <hr/> ▶ Lesson7_1 Demo Wheel and Tire Modeling <hr/> ▶ Lesson7_2 Applying materials and adding an HDRI <hr/> ▶ Lesson7_3 Match Surface <hr/> ▶ Lesson7_4 Merge Surfaces <hr/> ▶ Lesson7_5 Advanced Filletting <hr/> ▶ Lesson7_6 Demo Rendering <hr/> ▶ Lesson7_7 Advanced Filletting part 2 <hr/> ▶ Lesson 7_8 Advanced Filletting Part 3 <hr/> 	
<p>Download Material for week 7</p>	
<p>Week 08 Rhino 3D Intermediate Level</p>	
<ul style="list-style-type: none"> Lesson8_0 Demo Nacelle Surfacing <hr/> Lesson8_1 Demo Nacelle Material and Decals <hr/> Lesson8_2 Demo Nacelle Creating a Layout <hr/> Lesson8_3 Texture Mapping <hr/> Lesson8_4 Demo Texture Mapping 	
<p>Download Material for Week 8</p>	
<p>Week 09 Rhino 3D Intermediate Level</p>	

<p>Lesson9_0 UVW Unwrap</p> <hr/> <p>Lesson9_1 Demo Applying Textures</p> <hr/> <p>Lesson9_2 Demo Rendering with Maxwell Render</p> <hr/> <p>Lesson9_2 Demo Rendering with Maxwell Render02</p> <hr/> <p>Lesson9_3 Demo Adding Motion Blur</p> <hr/> <p>Lesson9_4 Inserting Blocks and the Block Manager</p> <hr/>	
<p>Download Material for week 9</p>	
<p>Week 10 Rhino 3D Advanced Level</p>	
<p>Lesson 10_0 Analysing a Part</p> <hr/> <p>Lesson 10_1 Edge Analysis</p> <hr/> <p>Lesson 10_2 Surfacing for Rendering vs Prototyping</p> <hr/> <p>Lesson 10_3 Demo Importing and Fixing Surfaces</p> <hr/> <p>Lesson 10_4 Demo Importing and Fixing Surfaces part 2</p> <hr/> <p>Lesson 10_5 Boss and Rib</p> <hr/> <p>Lesson 10_6 Reverse engineer a Car Part 1</p> <hr/> <p>Lesson 10_7 Reverse engineer a Car Part 2</p> <hr/> <p>Lesson 10_8 Using The Contour Function</p> <hr/>	
<p>Week 11 Rhino 3D Advanced Level</p>	

Lesson 11.0 Layout out 2D patterns	
Lesson 11.2 Degrees of a Curve and Single Span vs Multi Span	
Lesson 11.2.2 Degrees of a Curve and Single Span vs Multi Span	
Lesson 11.2.3 Surfacing Approach	
Lesson 11.3 Demo Single Span vs Multi Span	
Demo Glider Surfacing Part 1	
Demo Glider Surfacing Part 2	
Demo Glider Surfacing Part 3	
Demo Glider Surfacing Part 4	
Demo Glider Surfacing Part 5	
Demo Glider Surfacing Part 6	

Week 12 safety First Melting and Casting	
Week 13 machine operation	
Week 14 melting	
Week 15 casting	
Week 16 more Casting	