

Architecture Studio: Foundation II / 1st Year Spring

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Rhino Tutorial

We will be working primarily in Rhino (Rhinoceros) next semester for 3D modeling. It is a very powerful surface-modeling program used by leading designers all over the world. If you want to get some more practice in, or want to increase your productivity in Rhino (and reduce your frustration), do yourself a favor and work through the Rhino Level 1 Training Manual over the next two weeks. Links to the files at:

<https://www.dropbox.com/sh/4zdy4nbeslv3i72/AAC1st9uKVtSRPRRUfnXwOGwa?dl=0>

<http://www.rhino3d.com/download/rhino/5.0/Rhino5Level1Training/>

Download the files, and work through them. The manual is written for Windows, but the same instructions (mostly) apply in OSX (the interface will be a bit different, see some hints below).

You'll be glad you practiced when the semester starts!

A Few Useful Links:

- Rhino has a REALLY HELPFUL user forum at: <http://discourse.mcneel.com/>. You are strongly encouraged to create an account. Search for answers and post questions if you can't figure something out. Don't be shy—no question is too basic and this is where the professionals go to figure things out and help others.

- A complete list of Rhino Tutorials from McNee at: [Windows](#), [OSX](#)

- In Rhino, the *Help Menu* has lots of good resources. In particular, see the items in *Learning Rhinoceros*.

You can use Rhino on the lab computers, and you may also find it convenient to install Rhino on your own computer.

- [Download](#) a free 90 day trial version of Rhino (both Windows and Mac)

- Purchase Educational License of Rhinoceros (same as Pro versions, but at student pricing!)

[Windows](#): \$129.95

[Mac](#): \$79.95

FAQ: I have a Mac. What should I use?

_ The Mac version will work fine for all modeling tasks for the Spring semester.

_ Rhino files are compatible in both operating systems, so even if you create something in Mac, it can be opened in Windows and vice-versa.

_ Note that the Mac version is a newer product. It's very good and has a slick user-interface. However, currently it is missing a few Windows features and most of the plugins. (Notably, Grasshopper and V-Ray rendering are not yet available for the Mac version, but lab computers can be used for these tasks).

_ [Boot Camp](#) vs Virtual PC: If you have created a Windows partition on your Mac using [Boot Camp](#) you can install the Windows version of Rhino and enjoy full functionality when you boot into Windows. Note that it is not recommended to use the Windows version using any Virtual PC method (VM Ware, Parallels, etc) because larger files will be sluggish (and rendering will be VERY slow).

If you prefer to work in OSX, but want, or need to use a few Windows programs, consider installing Boot Camp on your Mac. BE SURE TO BACK EVERYTHING UP FIRST!!!

