IDM2

Introduction to Digital Media 2

Carnegie Mellon University
School of Architecture
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Week 1: Handout

Goal:

Reviewing Rhino basics - elementary functions/operations

Basics

General features of a program: Screen, menu bar, icons…
Views (Graphical Windows)
• rendering options – wireframe, shaded, rendered, ghosted…
• right click names to reset/change the view
• double click names to a full-screen view/return to default 4 screen view
Input method: menu, icons, and Command line entry (similar to AutoCAD)

Creating geometry

1-D (no volume) - Line and curve, poly line (and more shapes)
2-D (no thickness) - Surface from 1) points, 2) curves (= edges)
3-D – solid from surfaces and meshes
Coordinates (x, y, z of the mouse pointer shown at the bottom of the screen)

Editing

Select/move/copy – spend some time to demo
Rotate/mirror
• show the reference point/line by actually drawing them, then remove
Trim/split
• trim is cutting out a piece of the selected side, split keeps all parts
Offset/array
• offset (1side copy with exact distance), array (multiple copies possibly to 2 sides)
Control point on/off
• for curves (left icon), for surfaces (right icon)
Group (ungroup) and join (explode)
• group produces a set of grouped object (multiple objects) for convenience
• join produces one single object from many

Snap and units

Grid snap
• demonstrate how to change grid spacing
• (usually off for modeling purpose)
Object snap
• snaps to adjacent object
• (usually turn on for modeling purpose)
Units
• type UNITS into command line prompt, show how to change it

Object (= element) type

Curves (include line, polyline)
Surface/mesh
Solid
• knowing types are important because different type objects sometime cannot be processed through Boolean operation

Miscellaneous

Help
Layer