

ARCH 48 - 125

Introduction to Digital Media 2

Carnegie Mellon University
School of Architecture
Spring 2010

Week 4: Handout

Goal:

Working between 2D and 3D forms
Idea/types of Projection
Understanding Rhino-Illustrator workflow

Rhino output recap.

Export to Illustrator (file → export → choose .ai from the dropdown menu)

- Flattening: we're going 2D from 3D
- One necessary process to work back and forth (e.g. the first assignment)

Curves from Objects

As introduced earlier, we have multiple options by cut / projection (make this short)

- 1) Silhouette: outer outline
- 2) Section: cut once, inside projected onto the cutting plane
- 3) Contour: multiple outlines at a regular interval
- 4) Make 2D

Projection

- All commands of Curves from Objects is the result of imaginary projection onto a planar surface.
Demo of projection command (a shape up above projected onto an object down)
- Check object types: we can only project curves
- (add a short explanation of what projection means)
- Rhino has default Perspective view in the 4 view window.

Section and plan

Cut to look inside of the objects' configuration

Assumes a cutting plane (planar surface) on which everything is projected.

- Section: the scene projected onto a vertical cutting plane → spatial
- Plan: plan is a section from a horizontal cutting plane
- Ceiling plan: a plan but with a different viewing direction (looking up)

Lineweight /color

Simply show how to in Illustrator

Layer management in Illustrator

Check whether Rhino exports layers to Illustrator

One cycle of simple demo:

project → export → change object/layer properties → save as