

Rhino[®]ceros 6

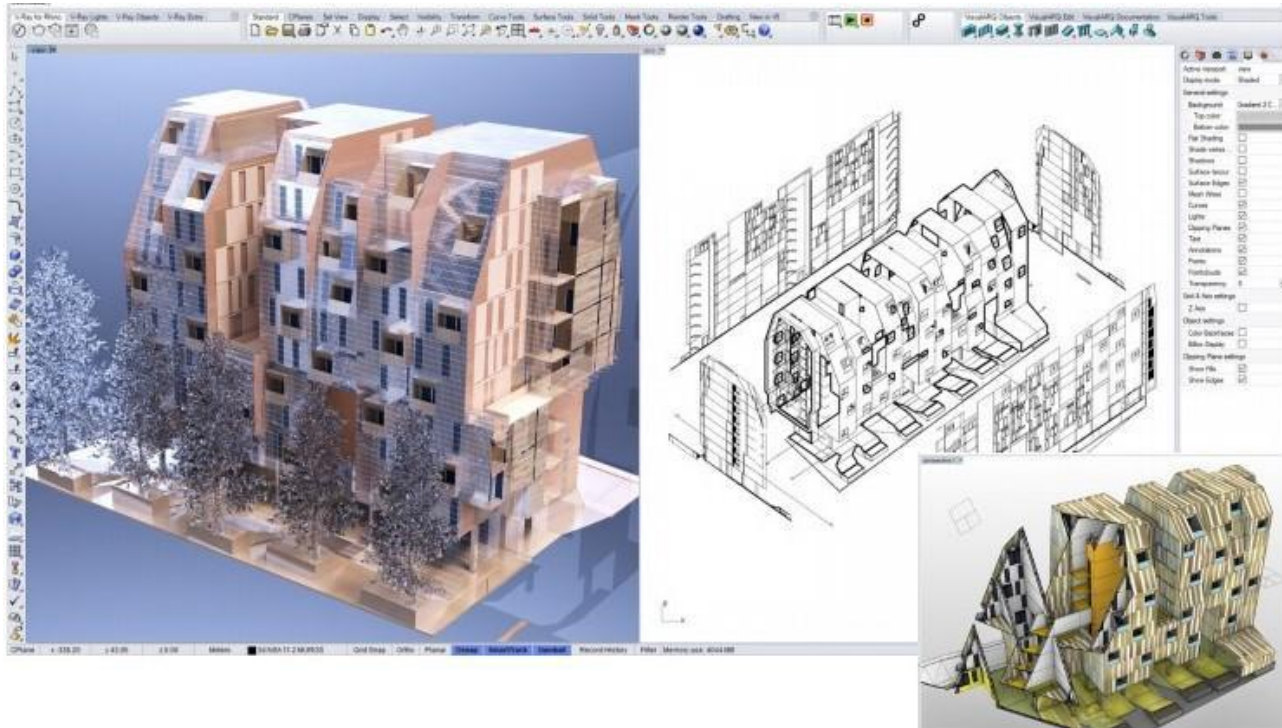
Beginner & Advanced Tutorials



By Richard Yi for the Digital Research Hub



What is Rhinoceros 6?



Rhinoceros 6 is a versatile 3D modeller used in numerous design related industries.

You will primarily be using Rhinoceros 6 to create detailed renders and other architectural drawings such as plans, sections, elevations and technical drawings.



Beginner Tutorial

Rhino**6** Plugins

Navigating The **I**nterface

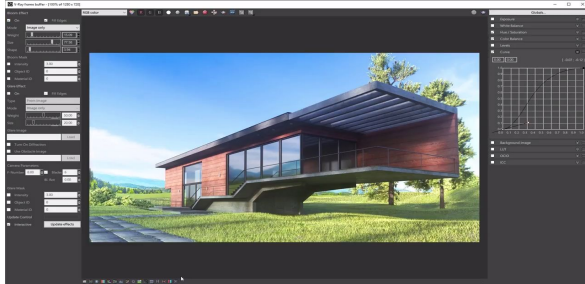
Basic **C**ommands

Creating a **D**om-**I**no House

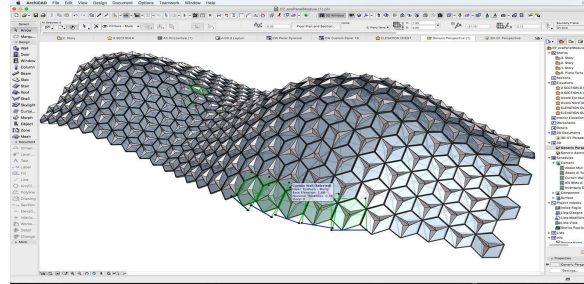
How to **E**xport

RhinoCeros 6 Plugins

Vray



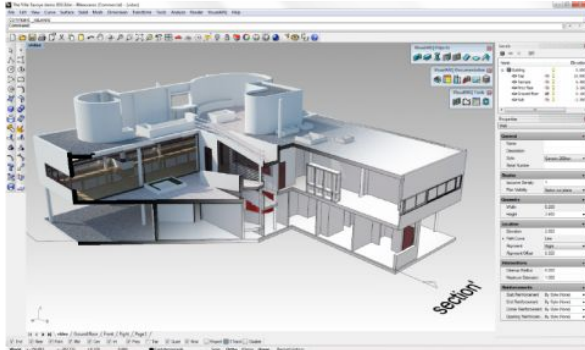
Grasshopper



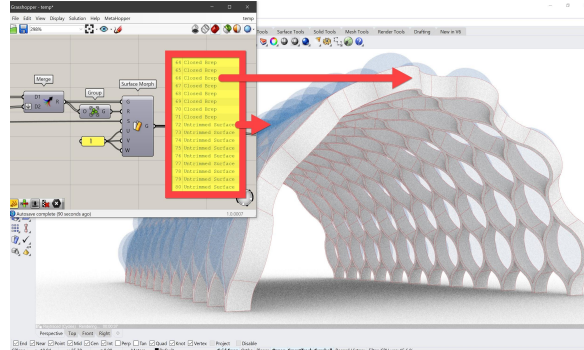
One major benefit of using rhino is the plugins that you can use while designing.

- You can use v-ray to make photorealistic renders
- Grasshopper to create complex parametric design
- VisualARQ to make an accurate BIM of your building, just to name a few.

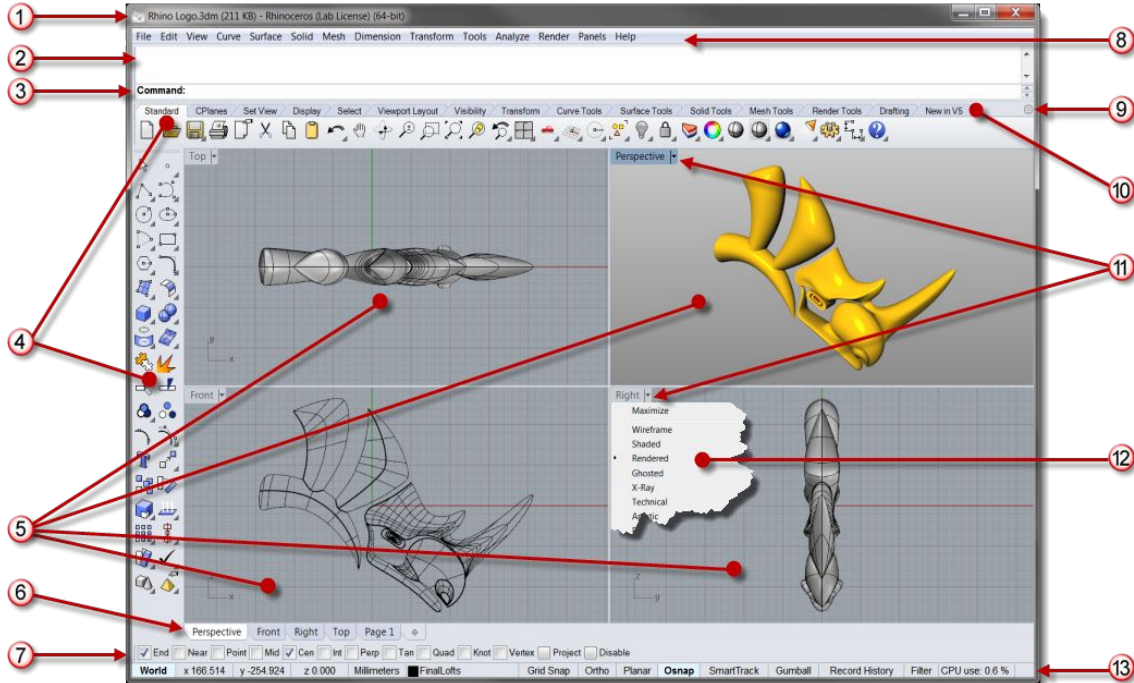
VisualARQ



Grasshopper

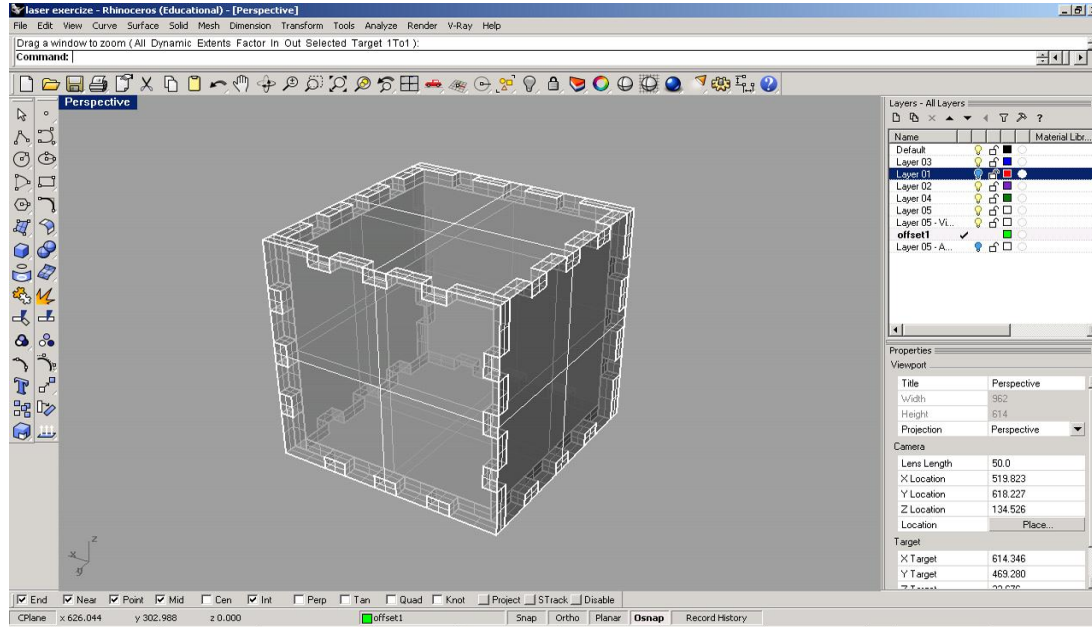


Navigating The Interface



1. **Window Title:** Displays the current model's file name and file size.
2. **Command history window:** Displays the previous commands and prompts.
3. **Command prompt:** Displays prompts for command actions, allows typing command names and options.
4. **Toolbars:** Contain graphical icons for initiating commands.
5. **Viewports:** Displays the Rhino working environment including object display, viewport title, background, construction plane grid, world axis icon.
6. **Viewport tabs:** Manages multiple-page layout style viewports along with standard modeling viewports.
7. **Osnap control:** Contains persistent object snap toggles.
8. **Menu:** Groups Rhino commands by function.
9. **Toolbar menu icon:** Opens the toolbar menu.
10. **Toolbar group:** A collection of tabbed toolbars.
11. **Viewport title:** Left click to activate the viewport without losing selected objects.
12. **Viewport title menu:** Each viewport has a title. Right-click the title or click down arrow to display the viewport title menu.
13. **Status bar:** Displays the current coordinate system, the current location and delta of the cursor, and the status bar panes.

Basic Commands



Commands

_Polyline: Draw a multi-segment curve

_Box: Draw a height for the box

_ExtrudeCrv: Creates a surface by tracing the path of a curve

_ExtrudeSrf: Creates a surface by tracing the path of a surface

_BooleanDifference: Trims polysurfaces with another polysurface

_BooleanUnion: The objects combine into one polysurface.

_BooleanSplit: Cuts polysurfaces with another polysurface

_Explode: Breaks objects down into separate components

_Join: Connects objects together to form a single object

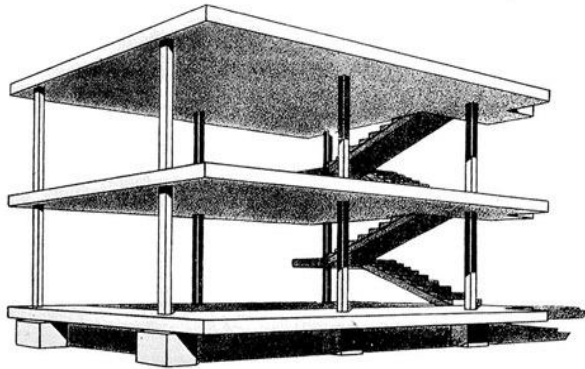
_Cap: Fills openings in surfaces or polysurfaces

_Group: Creates a single named unit from selected objects

_Mirror: Creates a mirror-image copy of objects

_NetworkSrf: Creates a surface from a network of crossing curves

Creating a Dom-Ino House



1. Floors

- `_Box`: 6000x8000x200mm
- Copy and paste the box: move copies up vertically 3000mm
- `_Booleandifference`: for stair platforms

2. Stairs

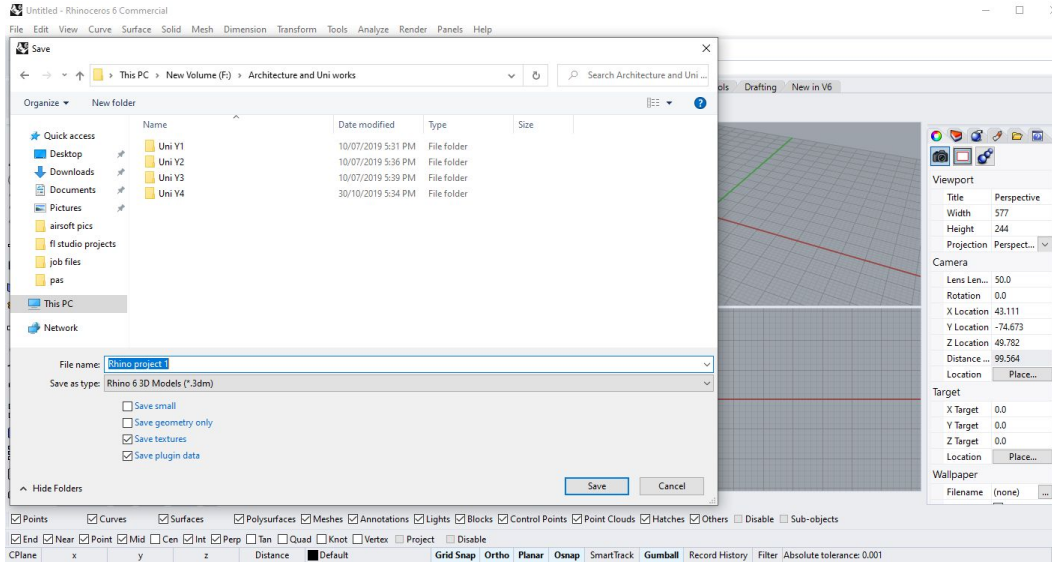
- `_Box`: Eight 250x1000x200 boxes
- `_Rectanglecrv` and `_Extrudecrv`: for the Stair Base. And Group all together for Staircase.
- Copy Paste Staircase and Flip with Gumball.
- `_Extrudesrf`: to make platform

3. Support beams:

- `_Box`: for both base and beam
- `_Box`: 300x300x3000 for post, 600x600x400 base, boolean union, copy paste four times



How to Export



1. **'Save' or 'Save As'**
- OR
2. **_Export on Command Prompt**
 3. **Assign a location**
 4. **Set type of file to 'Rhinceros 6'**
 5. **Save**



Advanced Tutorial

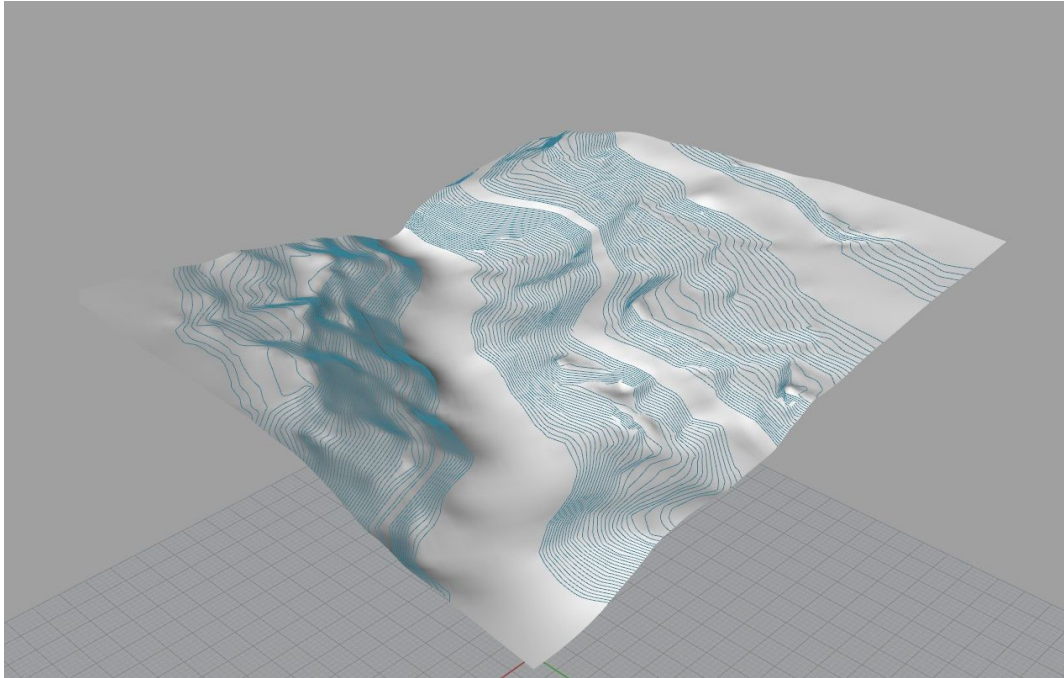
You Choose!
Two out of the Four

GIS to Site Contours Tutorial

Sections, Plans, Axonometric Tutorial

More Rhino Commands and Tricks Tutorial

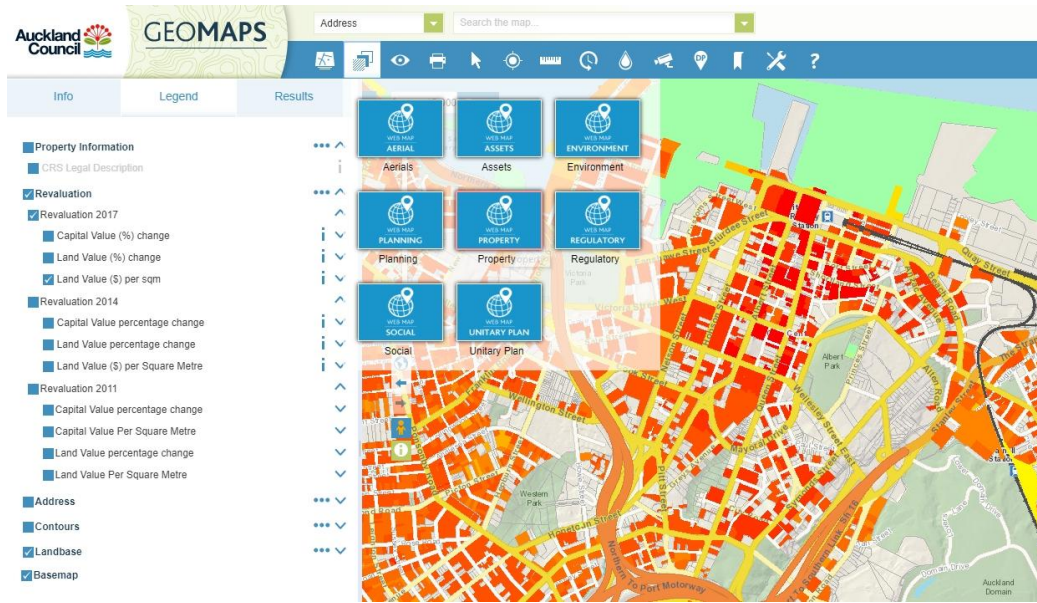
GIS to Site Contours



Order of Site Build on Rhinoceros:

1. Navigating Auckland GIS and Exporting Site Information
2. GIS Contour Lines to Contour Patch on Rhinoceros 6
3. GIS Building Footprint Lines to 3D Site Buildings on Patch and Site Correction and Footpath Build

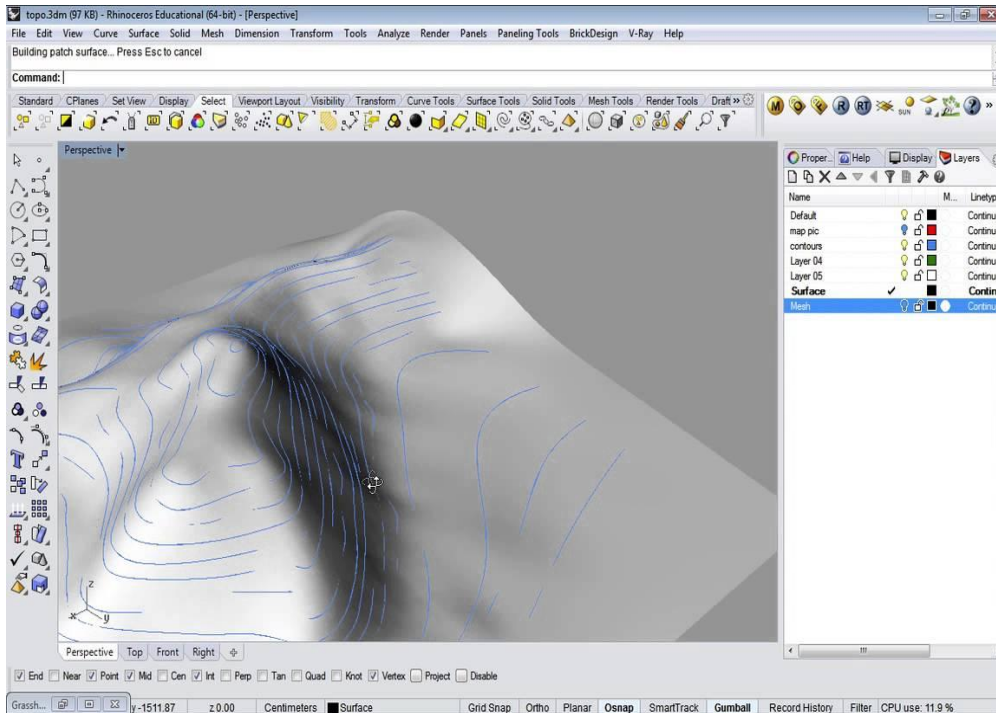
Navigating GIS



Navigating Auckland GIS and Exporting Site Information:

1. Go to google and search up Auckland Geomaps
2. Search the address to 291-297 Queen Street, Auckland CBD, Auckland 1010
3. Switch theme to aerials and describe each tick box options
4. Click on the tool button and select: aerials, contours, building footprints and kerblines.
5. Use the box tool and Export it as a DWG format it to the student's email.

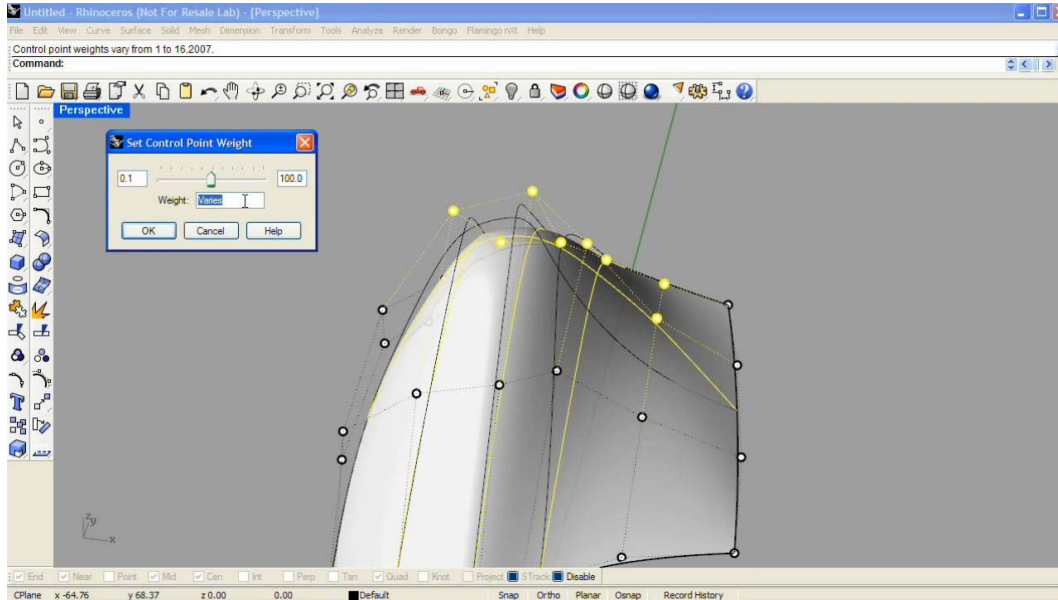
GIS Line to Patch Surface



GIS Contour Lines to Contour Patch on Rhinoceros 6:

1. Export files and explain layers and what to select.
2. Form Boundary curve around the site
3. Select contour lines and use `_patch`
4. Enter UV Span Values as 100, 100: A Greater UV Span Value means better the detail and accuracy
5. Make a border cut: `_trim` with an `_Extrudecrv` Boundary line

Building Footprint to Buildings

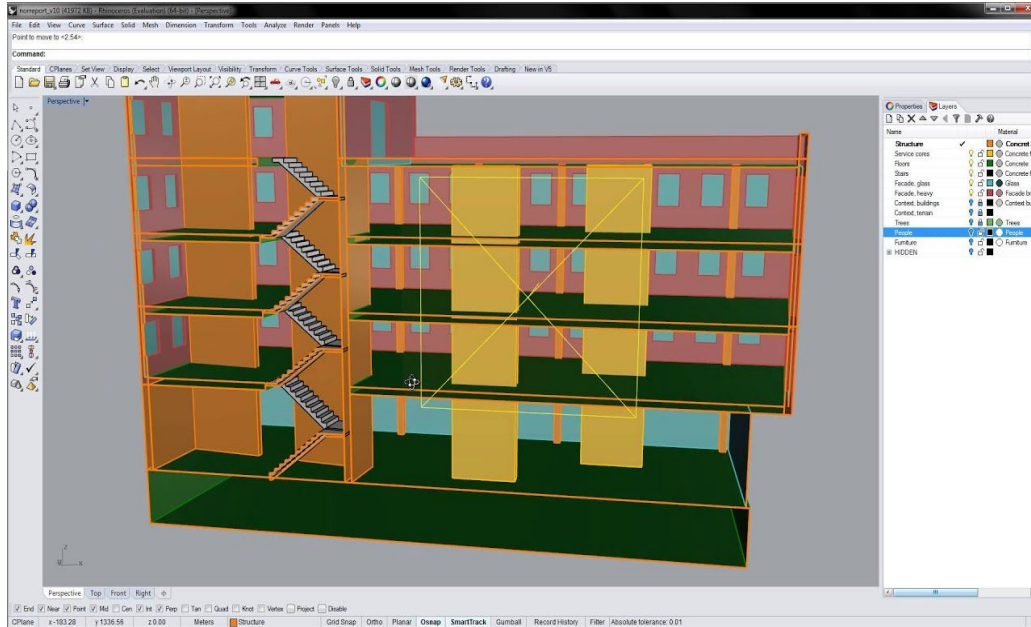


GIS Building Footprint Lines to 3D Site Buildings on Patch and Site Correction and Footpath Build:

1. Use Google Maps or Pictures as Reference.
2. Extrude building footprint and height should depend how many floors each building has.
3. Use `_PointsOn` for reshaping the contour



Sections, Plans & Axonometric Tutorial



Sections & Plans:

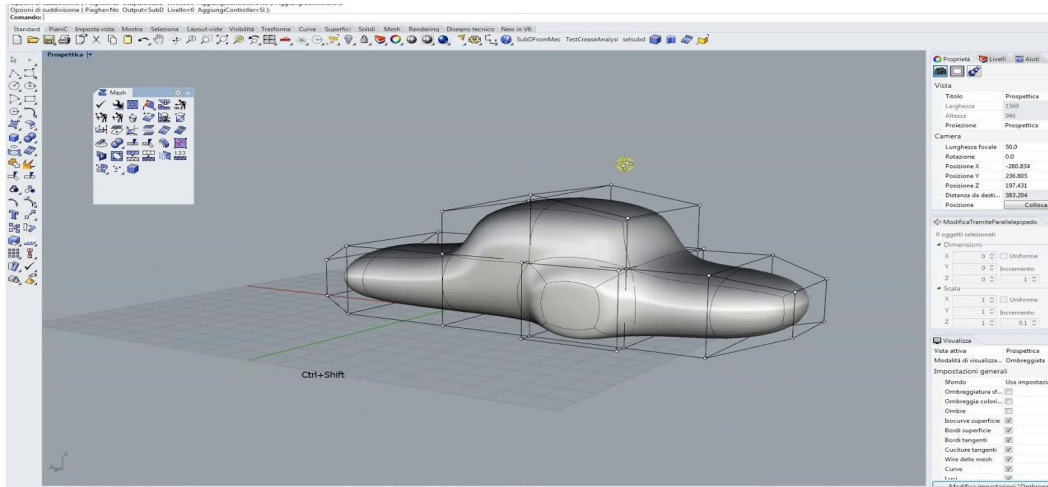
1. Use `_clippingplane` for both section and plan
2. `_Make2D` and/or `Render` on the appropriate viewport
3. `_Scale` the `make2d` curves to the specific scale the student needs
4. Export as an illustrator (.ai) file

Axonometric

1. `_Isometric` and choose specific view angle on Command Prompt
2. `Make2D` and/or `Render` on the appropriate viewport
3. Export as an illustrator (.ai) file



More Rhino Commands and Tricks



Commands:

- BlendEdge = Soften the edges of polysurfaces
- Planarsrf = Make surfaces out of a network of curves
- ExtractWireframe = Copies the wireframe of a surface or polysurface
- SelectionFilter = Allows certain elements to be selected
- OffsetSrf = Applies a constant extrusion across an entire surface
- OffsetCrv = Applies a constant extrusion across a curve
- Helix = Make spiral curve from 2 points on same axis
- PointsOn = Allows the user to edit surfaces through points
- Intersect = Create surface on intersecting polysurfaces and points on intersecting curves
- Patch: Creates surfaces through joined and unjoined curves
- EdgeSrf: Creates surface from Unjoined curves
- Project: Paste Curves onto Surfaces or Polysurfaces
- Rebuild: Increases or Decreases Points for Surface
- Crvnetwork: Joins Curves with a Smooth Surface
- NetworkSrf: Creates Surfaces from a Network of Curves



Any Questions...?

Thanks for listening.

For further queries or tutorials feel free to visit the Digital Research Hub (DRH) on level 4 in the School of Architecture and Planning- Room 421-423.



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