Rhino II - Summary

This course will deal with the modeling of jewelry objects in 3-D space.

This is a summary of what will be covered in the 4 sessions of this course.

The actual Syllabus with specific reading assignments in the textbook, Rhino 5.0 for jewelry, and video links will be given to students in the class.

Week I

- Introduction to 3D Space
- Working in Different Viewports
- The Set View Toolbar
- Introduction to Simple Solid Objects
- Extrusions, Surfaces, and Polysurfaces
- Simple Exercises – Point Editing Basic Solid Objects
- Exercises in 3D Space with Basic Solid Objects
- Ring from Basic Solid Objects
- Applying Dimensions to 3D Objects
- Sculpting Simple Rings
- Display – Rendered Viewport Properties
- Display – 2-D Draw Command
- Display – Layout Command
- Zebra Surface Analysis

Week II

- Simple Flat Jewelry Shapes - Ring
- Simple Flat Jewelry Shapes – Pendant or Earring
- Simple Extruded Domed Pendant or Earring
- Briolette – Step Cut
- Briolette – Brilliant Cut
- Rendering Colored Faceted Stones
- Revolved Ring Band
- Revolve Command – Round Cabochon and Bezel Setting
- Rail Revolve and Sweep 1 Rail Commands – Oval Cabochon in Bezel Setting
- Rail Revolve Command – Puffed Heart

Week III

- Sweep 1 Rail Command – Simple Ring with History

- Sweep 2 Rails Command – Band Ring to Specifications
- Naked Edges

Week IV

- Pipe Command with History – Bow Motif
- Bombe Ring – Surface from a Network of Curves Command
- Bombe Ring – Hollowing Out
- Bombe Ring with Bezel Set Stone – Blend Surface Command