

# Rhino 5 Training

- **Rhino Interface**
  - Examine the Rhino Window
  - Rhino Properties and Options
  - Learn how to navigate
  - Set viewport display modes
  - Navigate in the viewports
  - Manage viewports
- **Working with Objects**
  - Manage object properties
  - Dimensions
  - Layers
  - Transform Objects
  - Manage object visibility
  - Moving Objects
  - Rotating Objects
  - Copying Objects
  - Scaling Objects
- **The Cplane**
  - World Coordinates And The C-Plane
  - Setting The View And C-Plane
- **Editing Curves**
  - 0501 Fillet Curves
  - 0502 Chamfer Curves
  - 0503 Blend And Match Curves
  - 0504 Split/Trim/Boolean Curves
  - 0505 Extend Curve
  - Create curves from other objects
- **Solid Modeling**
  - Text
  - Extrude Curve And Surface
  - Cap Planar Hole And Extract
  - Boss And Rib
  - Analyzing
  - Normals
- **Solid Editing**
  - Booleans
  - Wirecut
  - Edge Editing
  - Face Editing
  - Holes
  - Transforms
- **Solid Modeling Tutorial**

- **Surfacing**
  - Surface From Planar Curves
  - Extruded Curve
  - Revolve And Rail Revolve
  - Rail Sweep
  - 2 Rail Sweep
  - Curve Network
  - Patch Command
  - Blend Surfaces
  - Pipe Command
  
- **Surface Editing**
  - Control Point Editing
  - Joining And Exploding
  - Trimming And Splitting
  - Fillet Edge
  - Rebuild
  - Trimming With Pipes
  - Chamfer And Variable Chamfer
  - Offset
  - Variable Offset
  - Untrim And Remove
  - Unroll And Smash
  - Shrink Trimmed Surfaces
  
- **Surface Modeling Tutorial**
  
- **Analyzing Your Models**
  - Analyze objects
  - Measure objects
  - Analyze an object's mass properties
  
- **Mesh Tools**
  - Draw mesh objects
  - Edit mesh objects
  - Extract and collapse mesh faces and vertices
  
- **Model Prints And Options**
  
- **Rendering**
  - Add lights for rendering
  - Use materials and textures
  - Render your model scene
  - Animate views
  - Save viewport images