



Rhino 3D For Beginners by Abdulrahman Daghestani

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Rhino 3D For Beginners by Abdulrahman Daghestani: Welcome to the introductory course designed to provide participants with foundational skills in Rhino 3D, a leading 3D modeling and design software. Tailored for beginners, this hands-on course focuses on mastering essential tools, techniques, and workflows for creating 3D models. The course objectives include familiarizing students with the software's interface, introducing fundamental 3D modeling concepts, offering hands-on experience in object creation and editing, guiding proficiency in material application and lighting techniques, and ensuring participants can effectively prepare and export models for diverse applications.

Course Modules Overview:

- Introduction to Rhino 3D Interface: Acquaint participants with the software's interface to establish a solid foundation.
- Basic 3D Modeling Concepts: Explore fundamental 3D modeling concepts, starting with primitives, curves, and surfaces.
- Object Manipulation Techniques: Delve into the intricacies of object manipulation, providing tools for refining and transforming 3D structures.
- Advanced Modeling Tools: Introduce advanced modeling tools to equip participants with skills for handling more complex design challenges.
- Hands-On Projects: Culminate your learning experience with practical projects, synthesizing acquired knowledge and preparing you to create, present, and export 3D models confidently.

Who this Course is For:

- Beginners to Rhino 3D with little to no prior knowledge.

I hope you thoroughly enjoy your journey learning Rhino 3D, and I look forward to seeing you in my future intermediate and expert courses. Let's dive into the world of 3D modeling together!



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