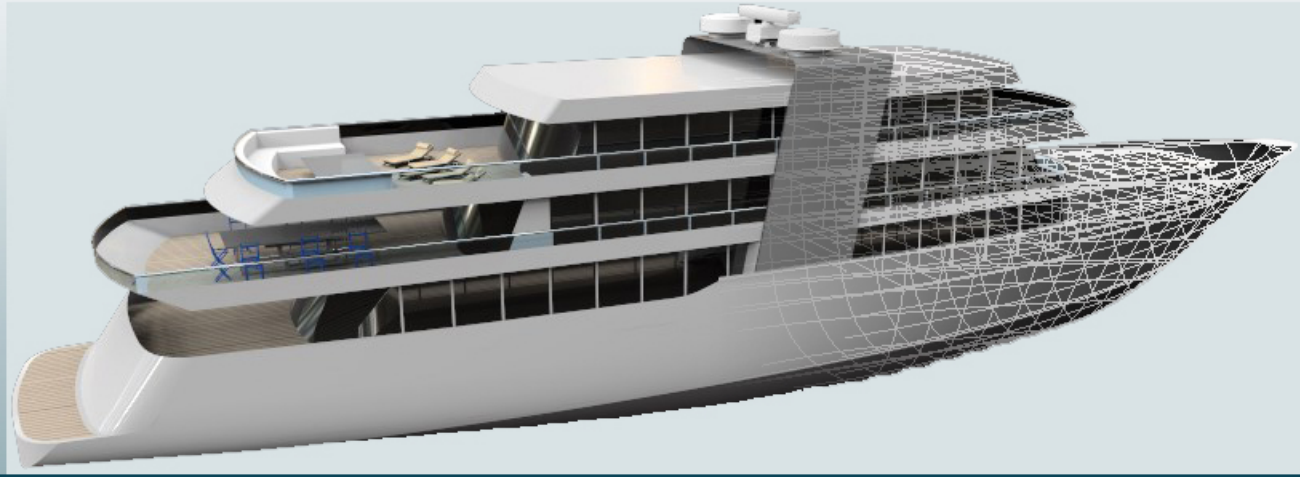
RHINOCEROS 3D MARINE DESIGN COURSE



CONTENTS

PART I
ADVANCED MODELING TECHNIQUES I
1. NURBS topology.
2. Curve creation and continuity.
3. Curve and surface continuity.
4. Advanced techniques for controlling continuity.
5. Surface blend options.
6. Modeling with history.
7. Part I exercises.

PART II
ADVANCED MODELING TECHNIQUES 2
1. Advanced surfacing techniques.
2. Dome-shaped buttons.
3. Creased surfaces.
4. Curve fairing to control surface quality.
5. Analyzing surface continuity.
6. Sculpting.
7. Part II exercises.

PART III
BITMAP MODELING AND RAPID HULL MODELING
1. Bitmap modeling.
2. Rapid hull modeling.
3. Part III exercises.

PART IV
FINAL PROJECT
1. Yacht hull modeling..
2. Hull elements modeling
3. Deck modeling.

HOW TO ENROLL
Get in touch with us through any of the options provided and we will guide you through the process.

CONTACT
+34 600 826 122 | info@technicalcourses.net
www.technicalcourses.net

- Online course with a duration of 30 hours on a 6 week period. Upon enrolling you will receive PDF manuals, video tutorials and practical exercises , hosted on an Online platform with 24 hour access, to guide you through the course. Upon completion, a certified diploma will be emitted.

PRICE: 200€

- This course is intended for naval engineers, naval architects, industrial designers, product designers, professors, students and anyone interested in broadening and perfecting its 3D modeling knowledge.

- The objective, upon completing the course, is for the student to acquire the necessary skill set required to solve any 3D modeling problem applied to the marine industry through practical exercises .