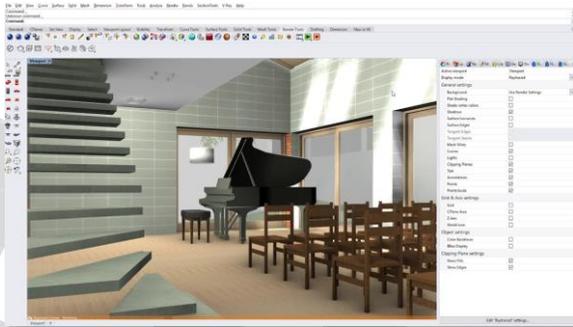


Working with Rhino 6

Anyone familiar with Adobe Illustrator or AutoCAD, should find Rhino 6 has a familiar feel to it. This should help learning Rhino because it makes extensive use of Layers.



Rhino comes with in-built tutorials to get you going over a coffee in our Digital Create & Make room, 0C29A or our Tech Lab (0D013).

Getting Help with Rhino 6

The most effective way, in terms of time and project efficiency, is to book in a technical staff member to consult about your project.

This is done via our Student Project Coordinators (SPCs), Annaliese Paul and Demi Insall. They are key staff for students to know and work with.

They can be contacted here:

- Email: spc@uwe.ac.uk
- Mobile: 07989449169
- Location: 0C48

The hours are Monday – Friday, 10am to 4pm.

The SPC will work with you in seeking a member of staff who can help develop your project, is also good with Rhino and also have good knowledge of the media types used in Digital Fabrication.

Following a consultation, the staff member may ask you to book in with an SPC for further developmental work on your project, including an Introduction to Rhino. This is normally one hour.

Rhino 6 in Fabrication

Digital Fabrication use a range of software packages to create a huge variety of imaginative media.

Digital Fabrication use software called Rhinoceros, or Rhino. Rhino allows users of all knowledge levels to create media for the following output process in Digital Fabrication:

- Laser cutting and engraving
- 3D printing
- CNC milling
- CNC routing

So, when it comes to using digital media for a project and you feel that using one (or more) of the processes above is going to be beneficial, you have a single program which will output to all of the above.

If you are an animator, you may feel more comfortable working in 3D with Blender, Maya or Cinema. If you're a graphics designer, then you prefer using Adobe Illustrator for 2D vector work.

Not a problem; Rhino can import files from these programs and develop the project further.

How Can Rhino Help Me With My Project?

Rhino works with these Digital Output types



Rhino has extensive 2D vector tools which are great for laser work

Adobe Illustrator is our de-facto program when it comes to laser output.

Rhino is available for students who do not have an extensive knowledge of Illustrator or may have time constraints in learning Illustrator sufficiently to develop their project



Rhino can create a 3D model within minutes that work with our FFF printer

You can create your own 3D models in Rhino after just minutes of using it!

Create models using pre-defined shapes, or use 2D vectors to create intricate and detailed models.

Our FFF (Filament) printers are fast enough to allow a model up to 25cm tall to be produced in just eight hours



Rhino can output lossless digital models for use with our SLA printers

You can create your own 3D models within Rhino that are fully 3D printing compatible.

They can be as simple, or complex, as you wish – plus, being digital models, they can be scaled up or down without a loss of definition.

Talk to an SPC for details on our 3D SLA (Resin) printing



Rhino can output 3D file types that talk to our CNC milling software

The Roland MDX-40 CNC (Computer Numerical Control) milling machine can machine into soft-woods, hardwoods and modelling foams, which are great for casting

Machine just one side or, using our special jigs and vices, up to four-sides with extremely accurate definition and detail



Rhino can export as Adobe Illustrator, which works with our CNC router

Our large-format CNC router can machine up to 2.5m long by 1.2m wide, in sheet wood or plastic.

This is particularly handy when creating larger-than-life objects for a project, or constructing complex curves in a variety of woods a woodworking shop cannot form