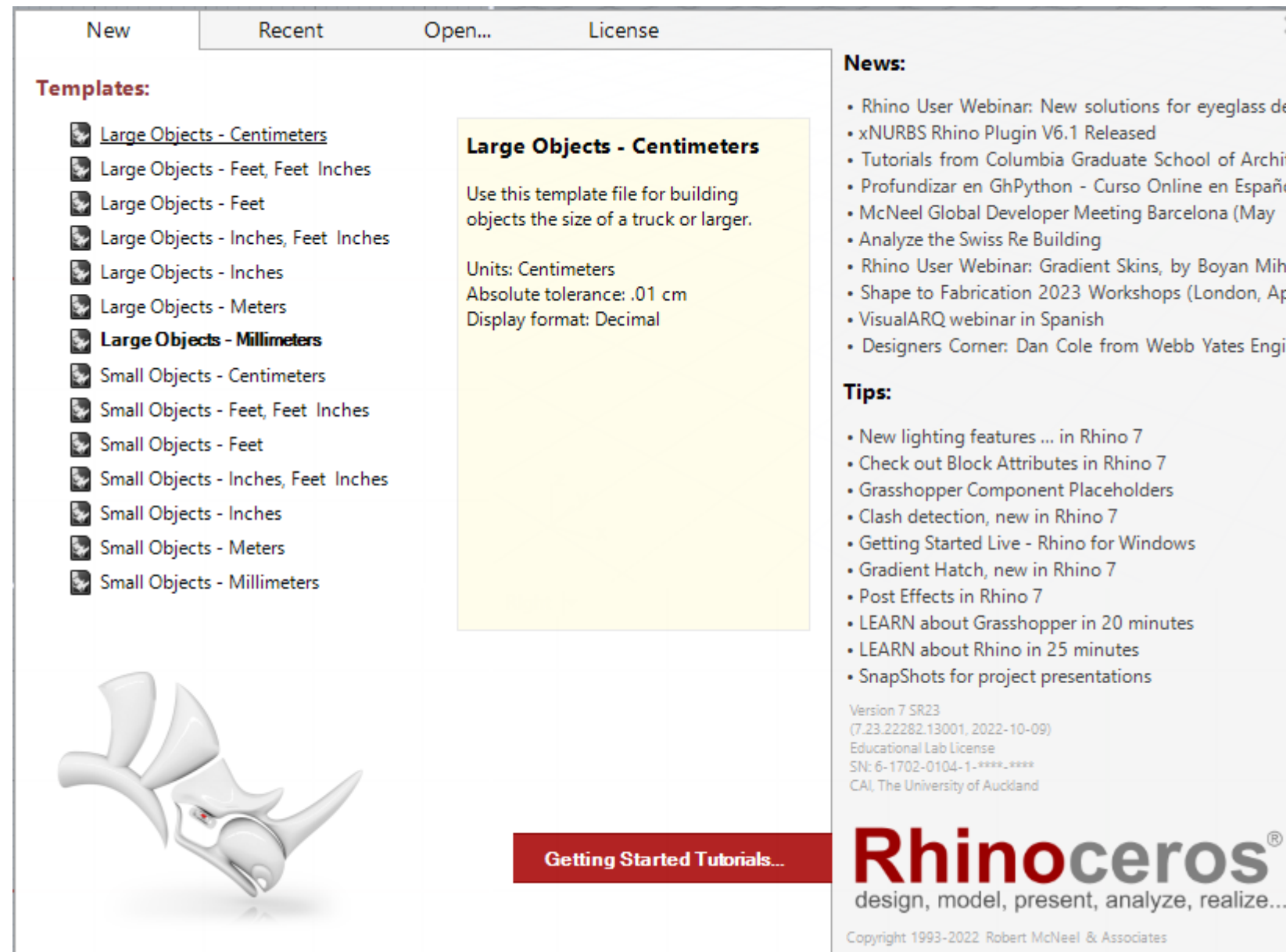# RHINO BEGINNER TUTORIAL

Decide what scale to work at
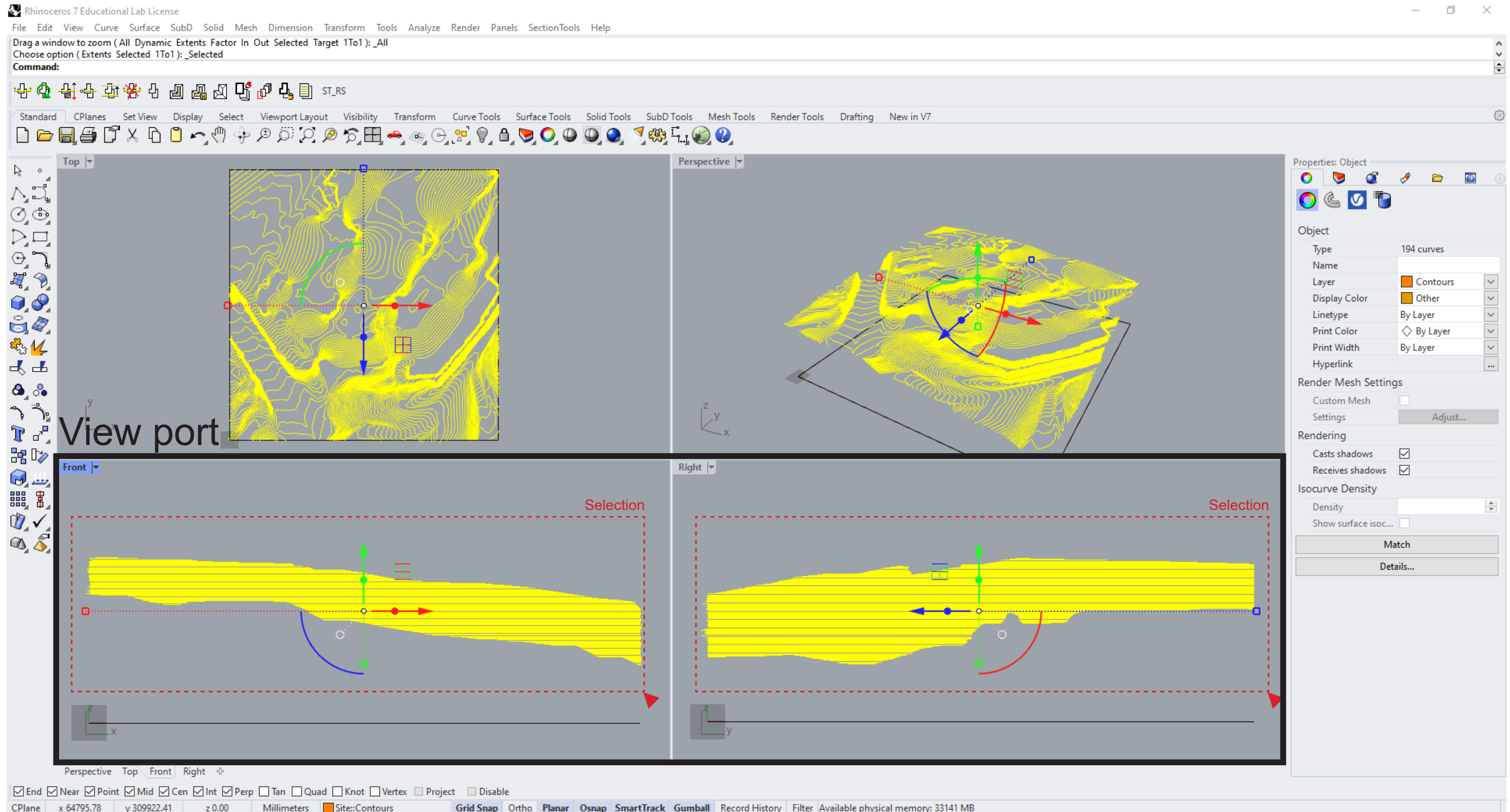
To get this panel

Help > About Rhinoceros
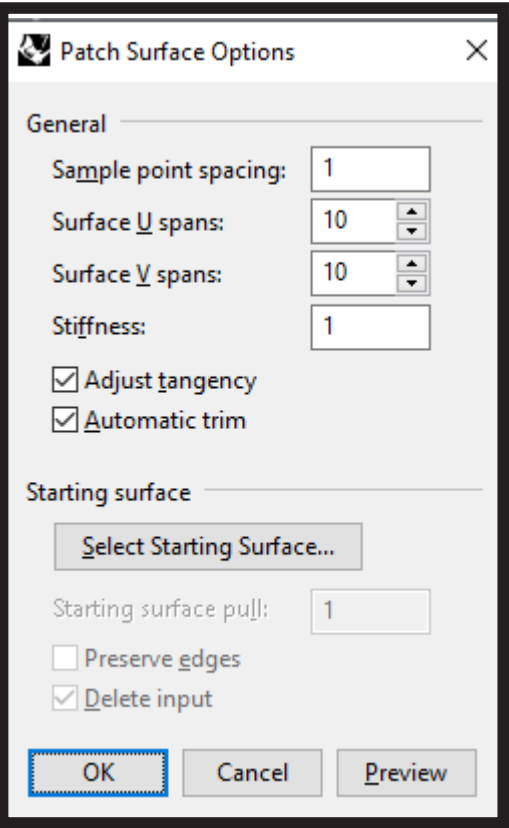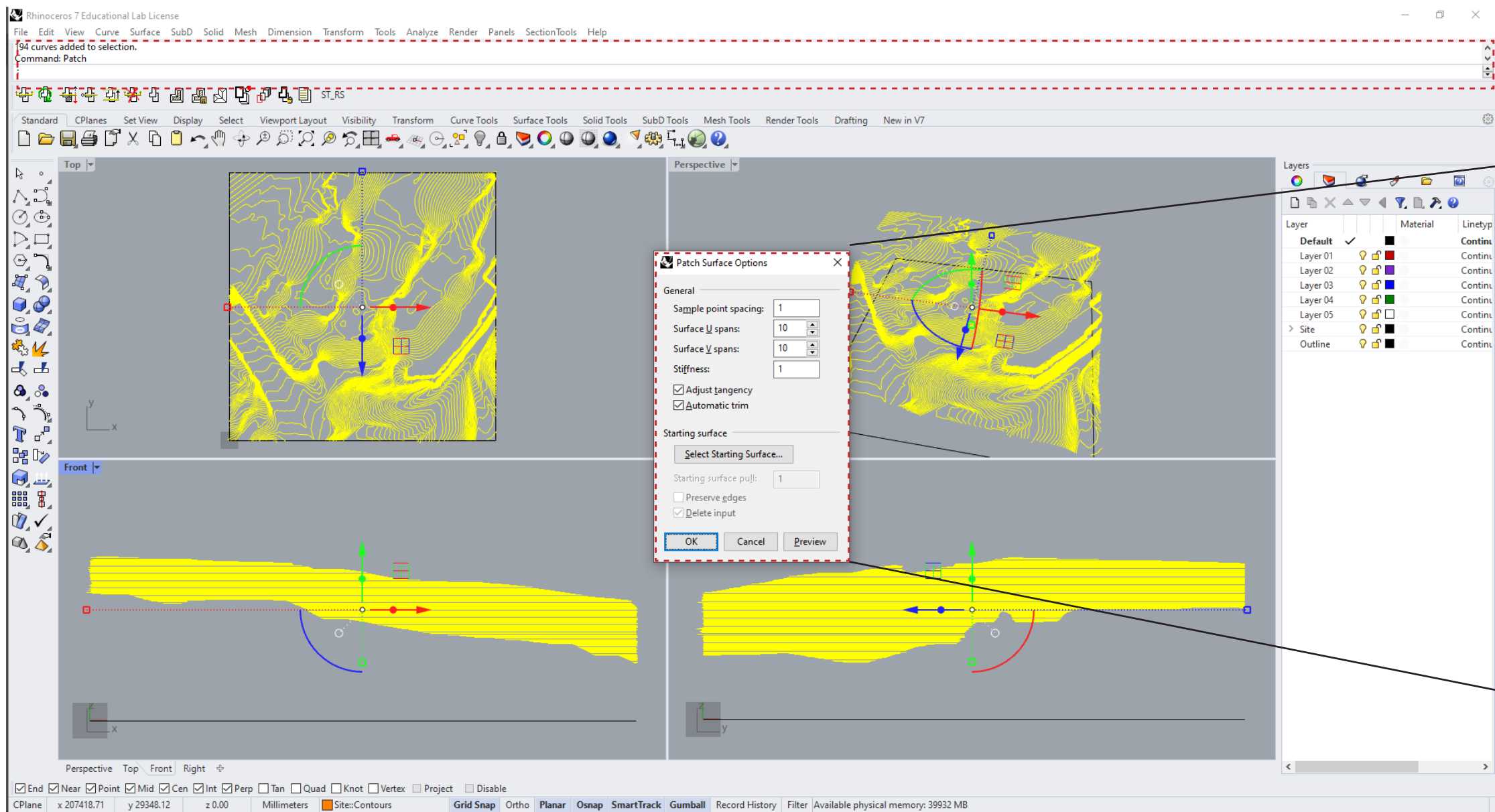
Rhino default - millimeters

Open file contour file
File import
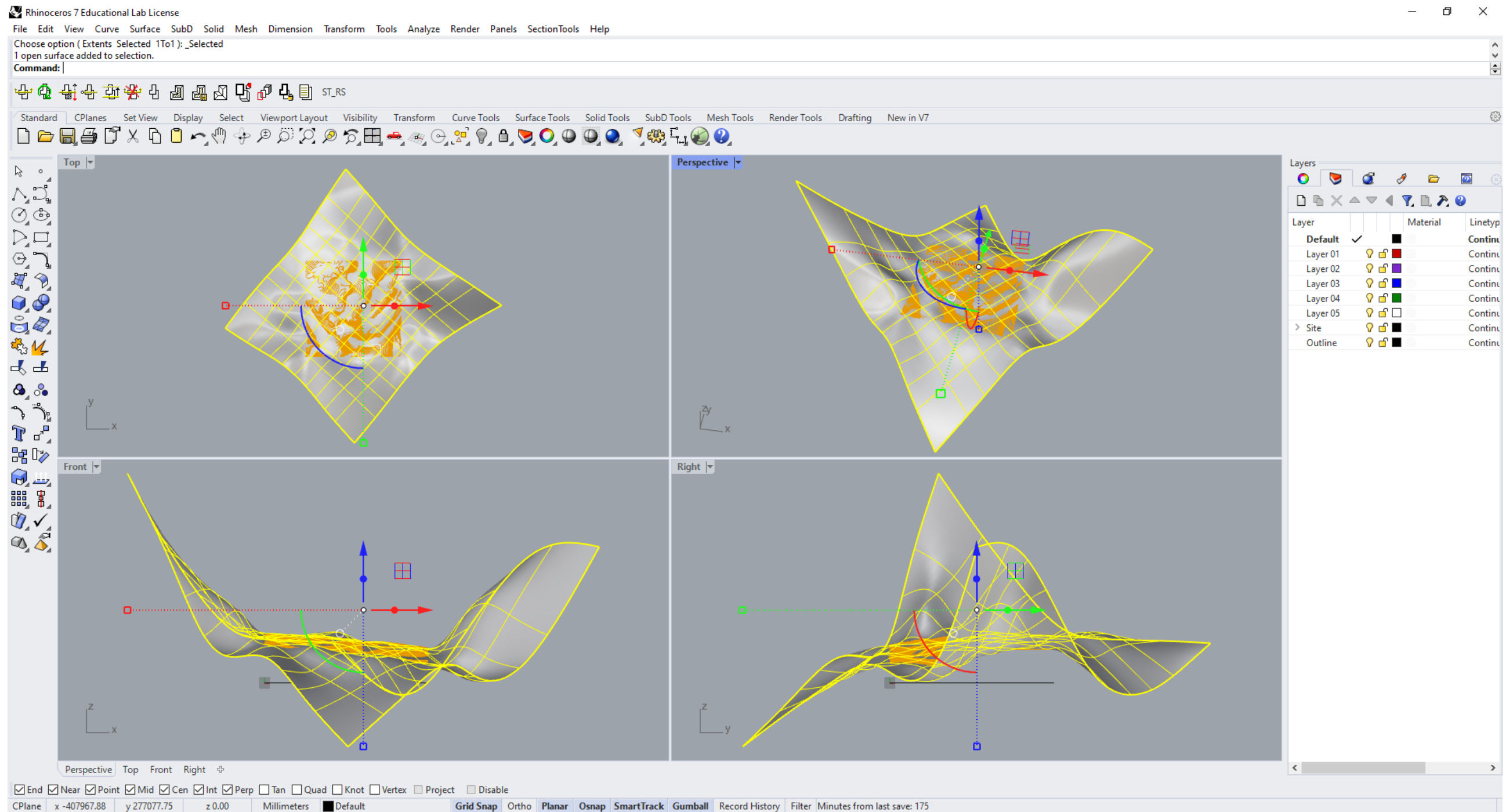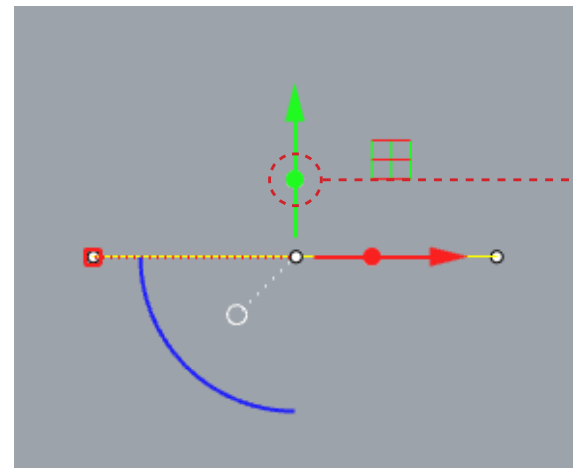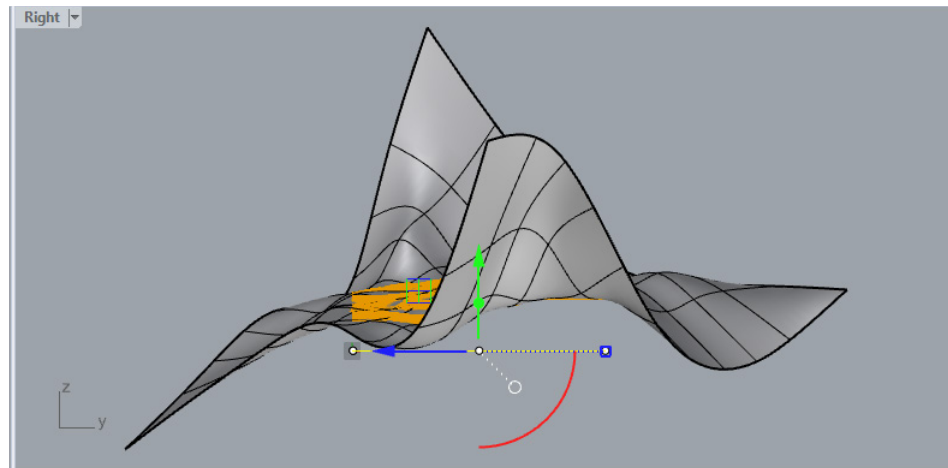# Select the contour using the front or right view port
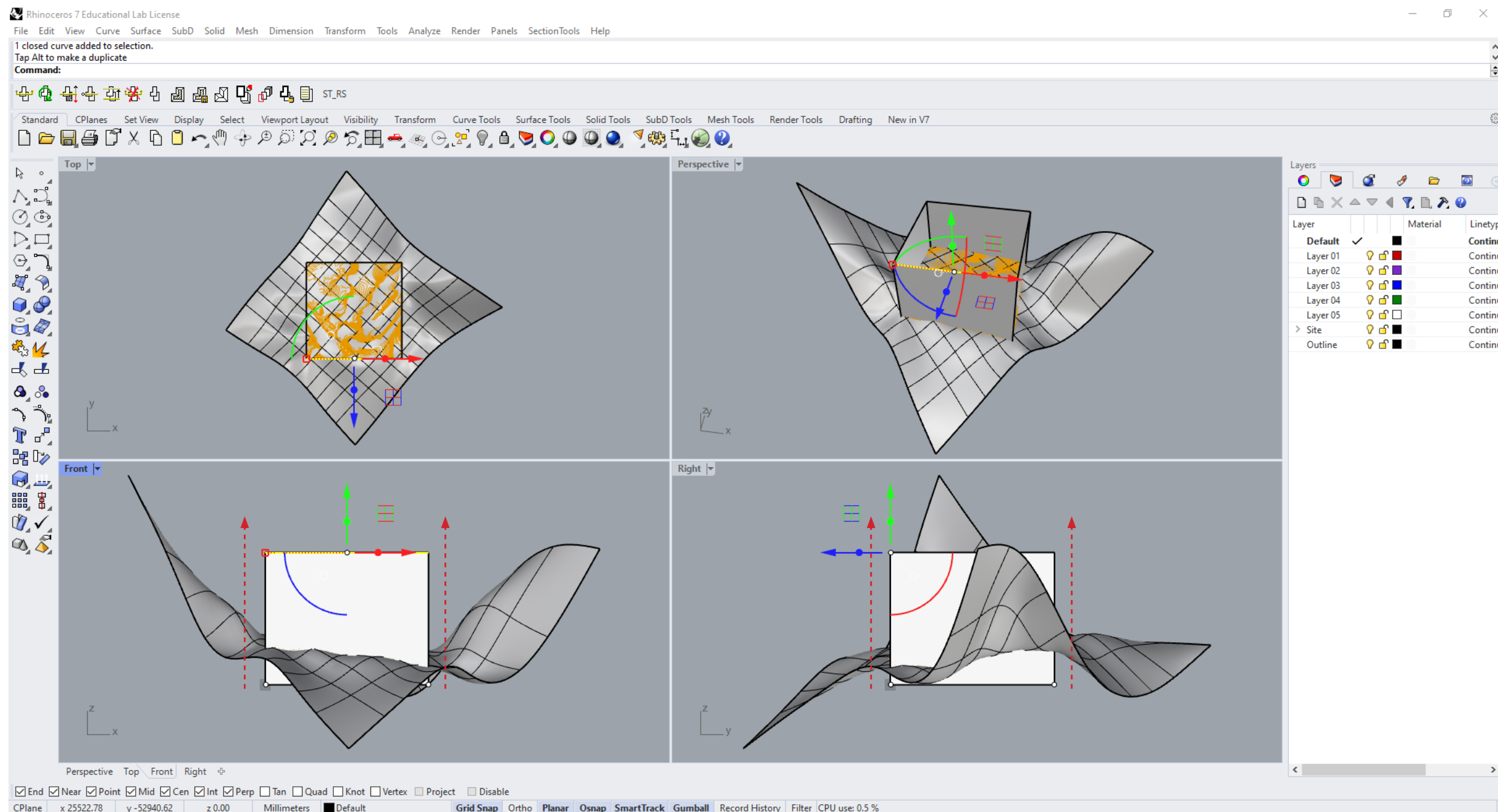
Type "patch" into the command bar

increase surface UV to increase detail

The patch should extend beyond the lines (Crvs)
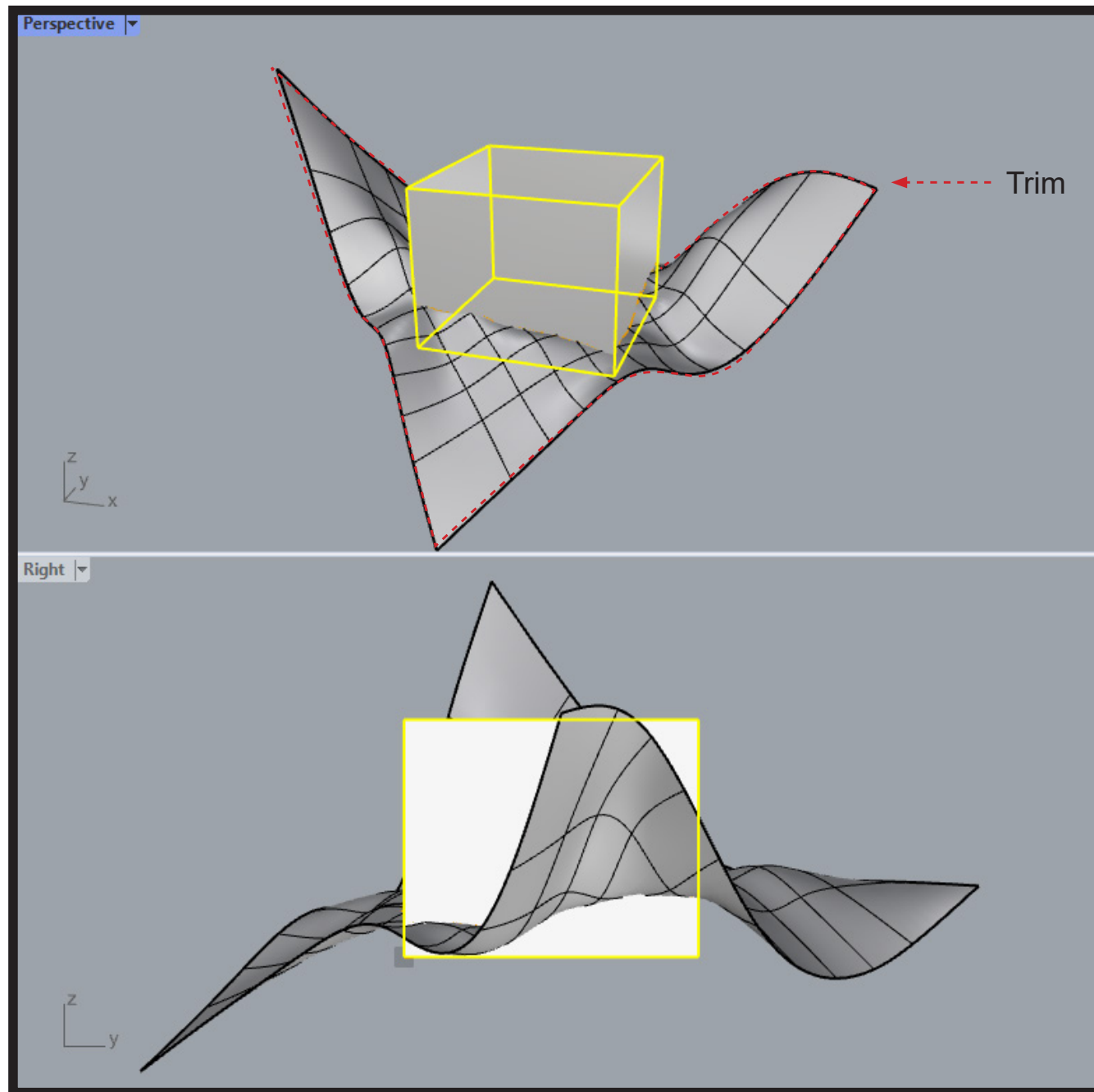
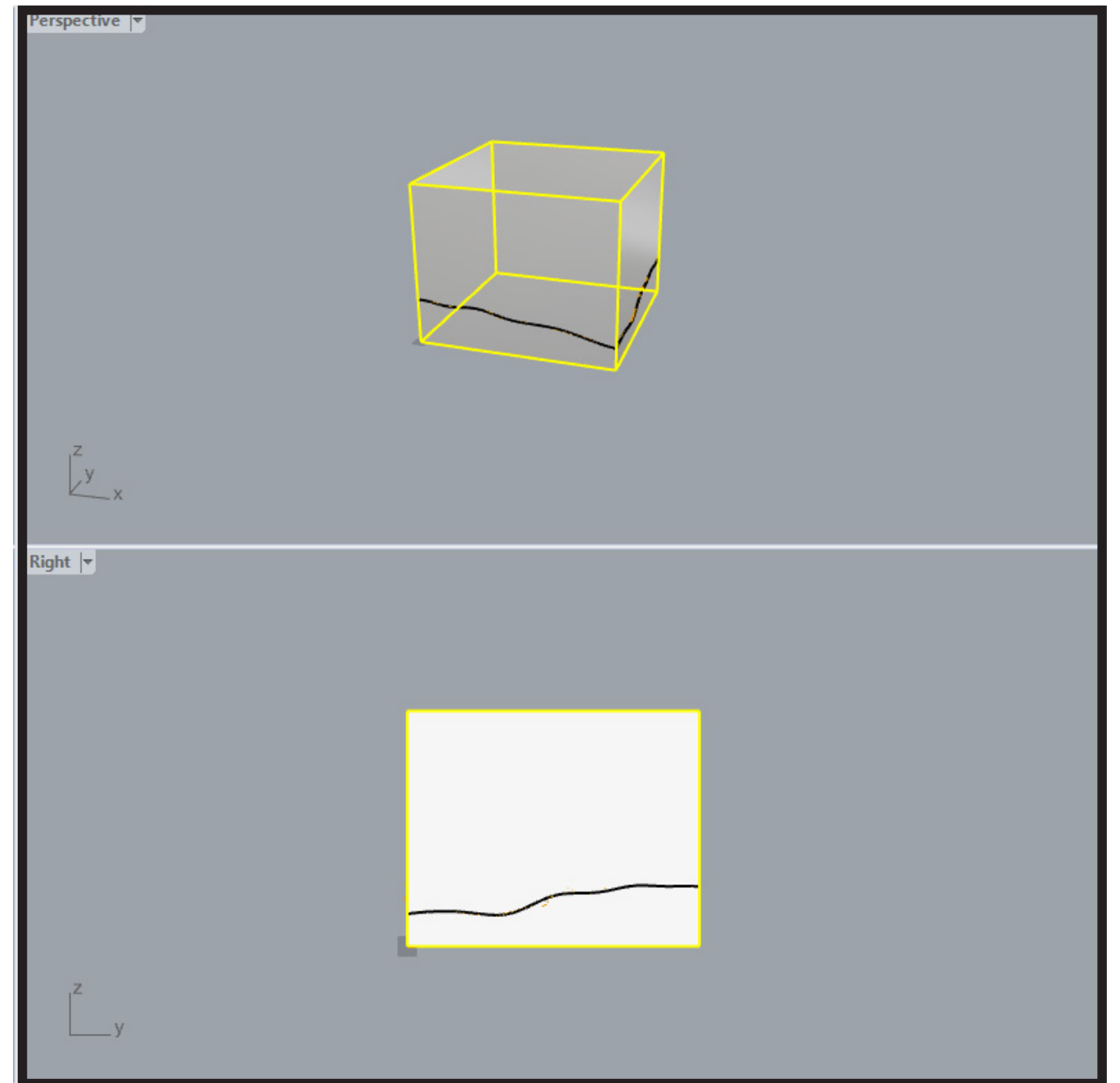Use the gumball circle to extrude upwards

Type "trim" into the command bar

Select box and press enter

click on the outside of patched surface

Once done - Press enter
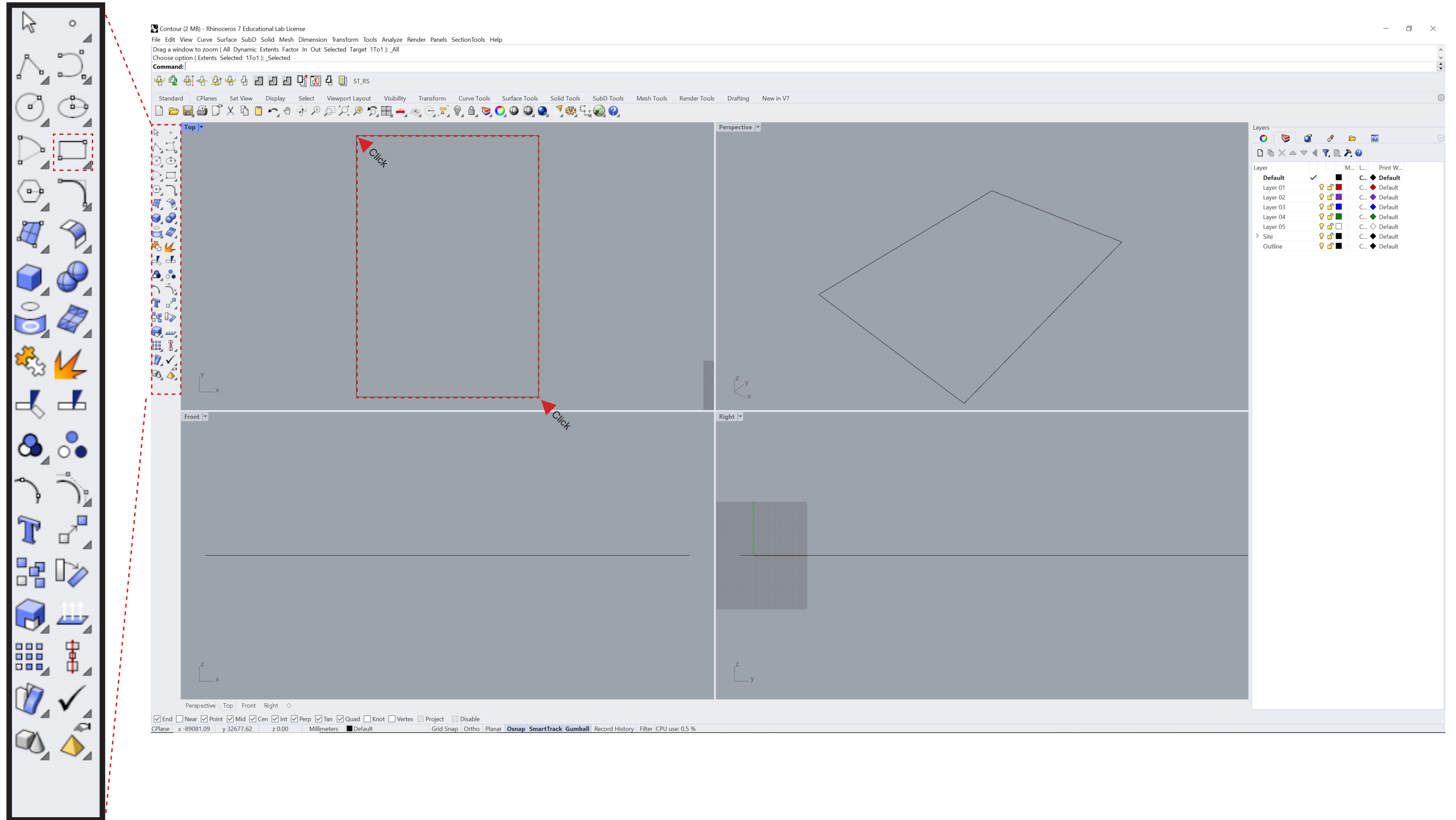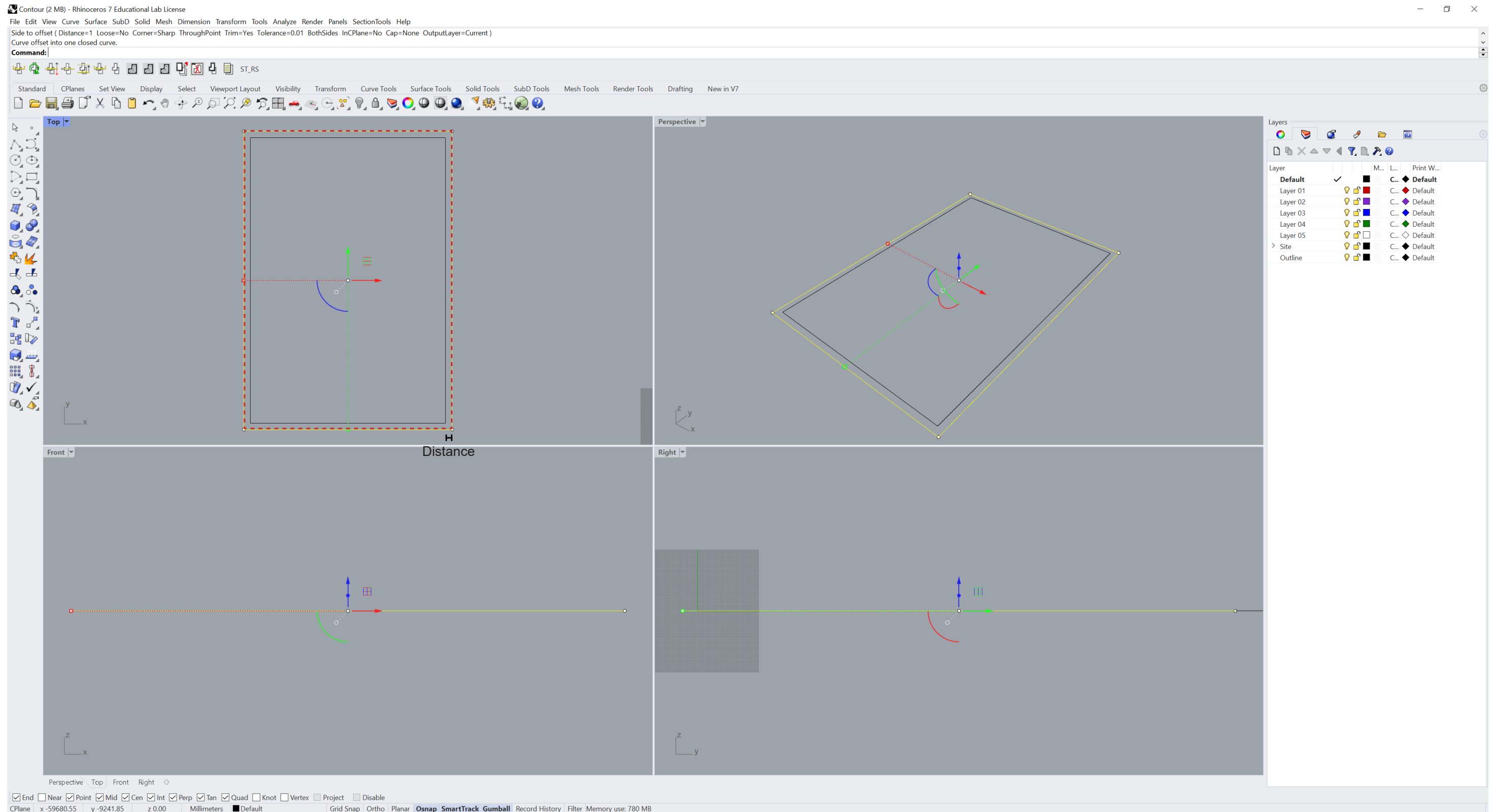
Delete the box once you are done
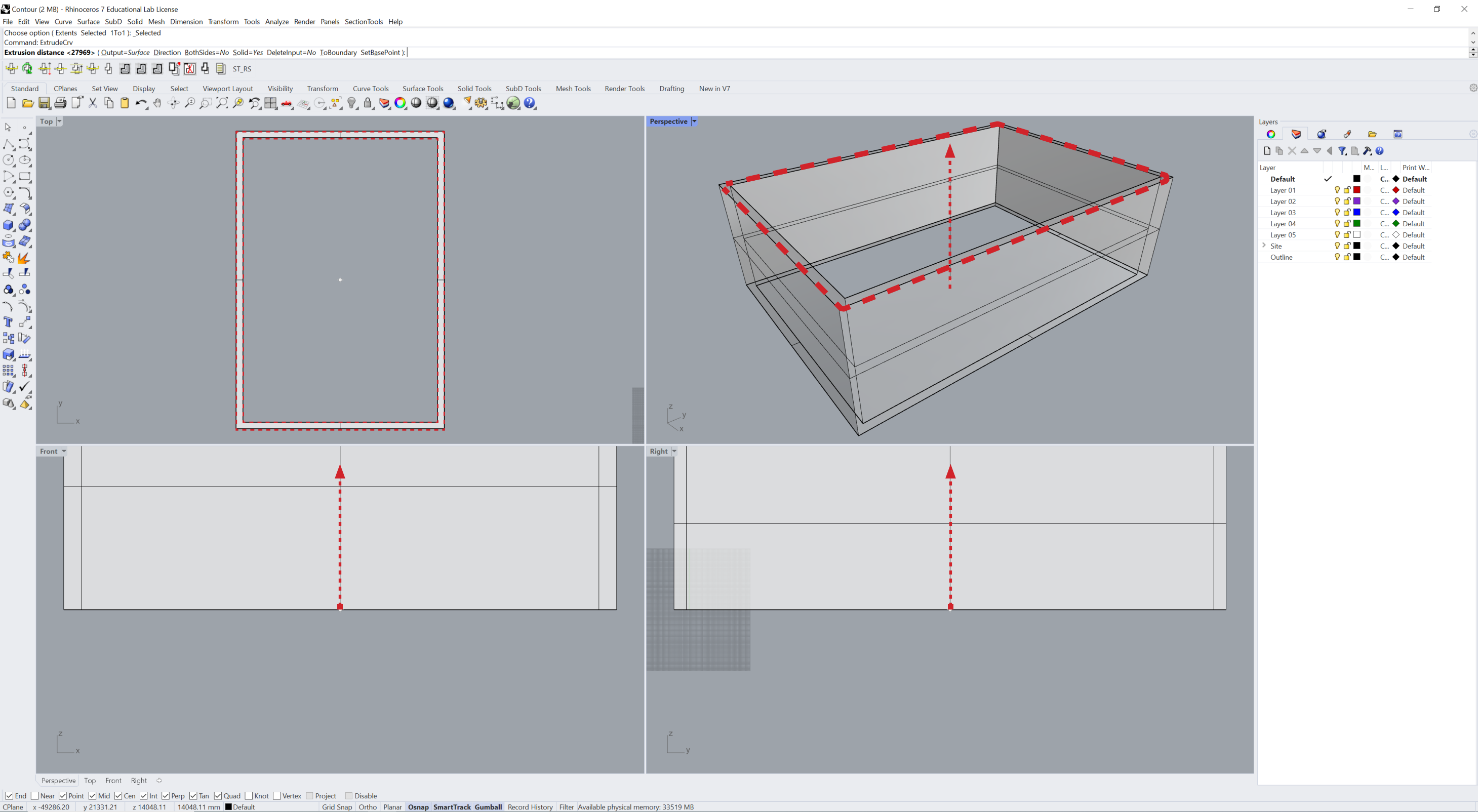

Select

Trim

CREATING AN HOUSE

Type "rectangle" into the command bar
or from the tool bar

Select rectangle
Type "offset" into the command bar
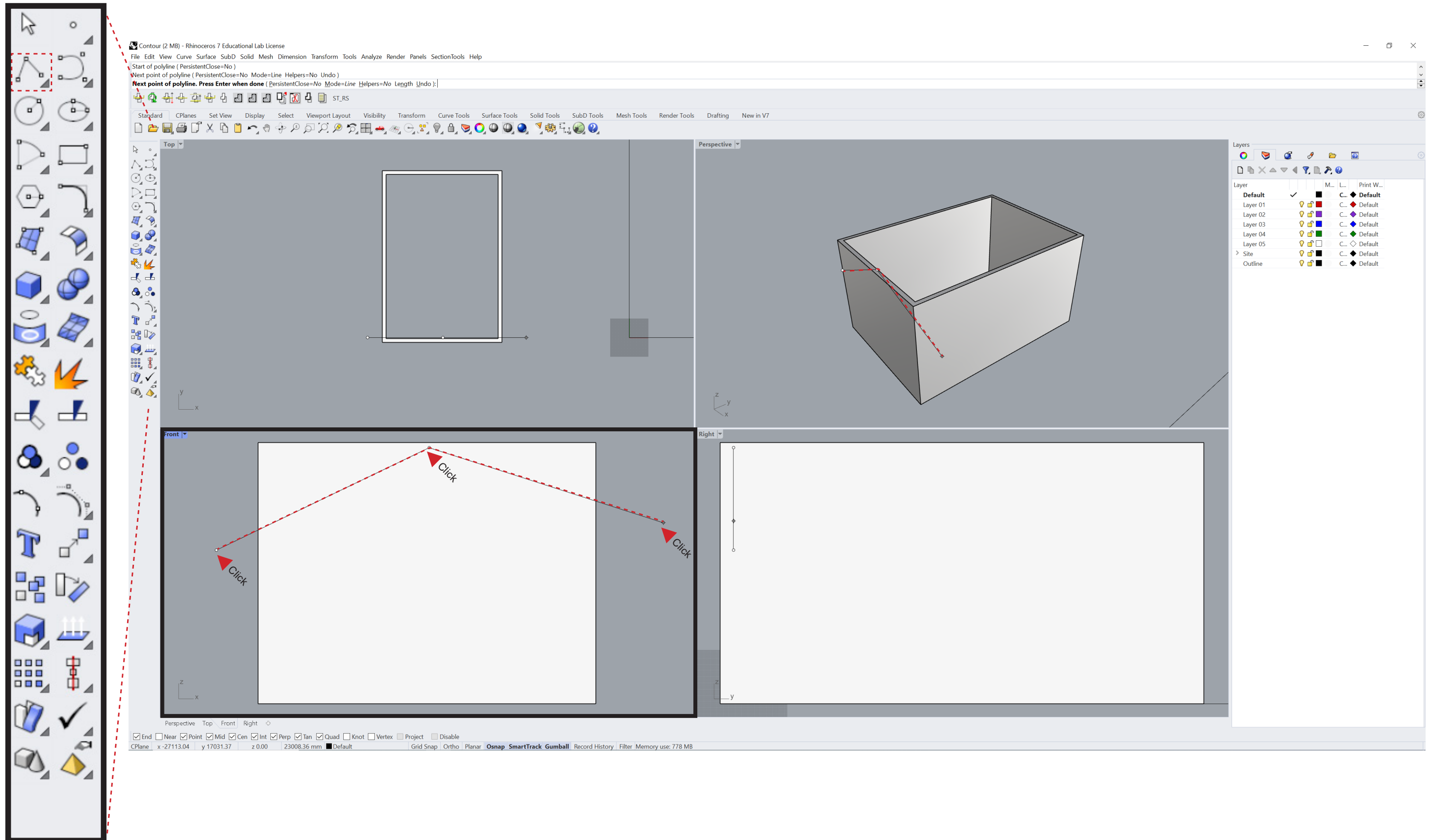
And input an distance

Select both rectangle
Type "extrudecrv" into the command bar
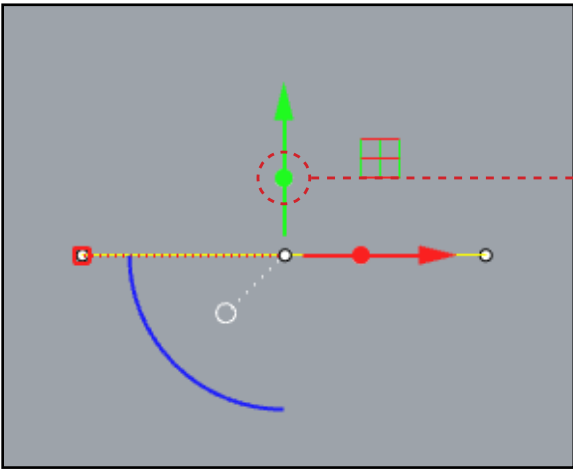input an height or click on the viewport
make sure solid is on

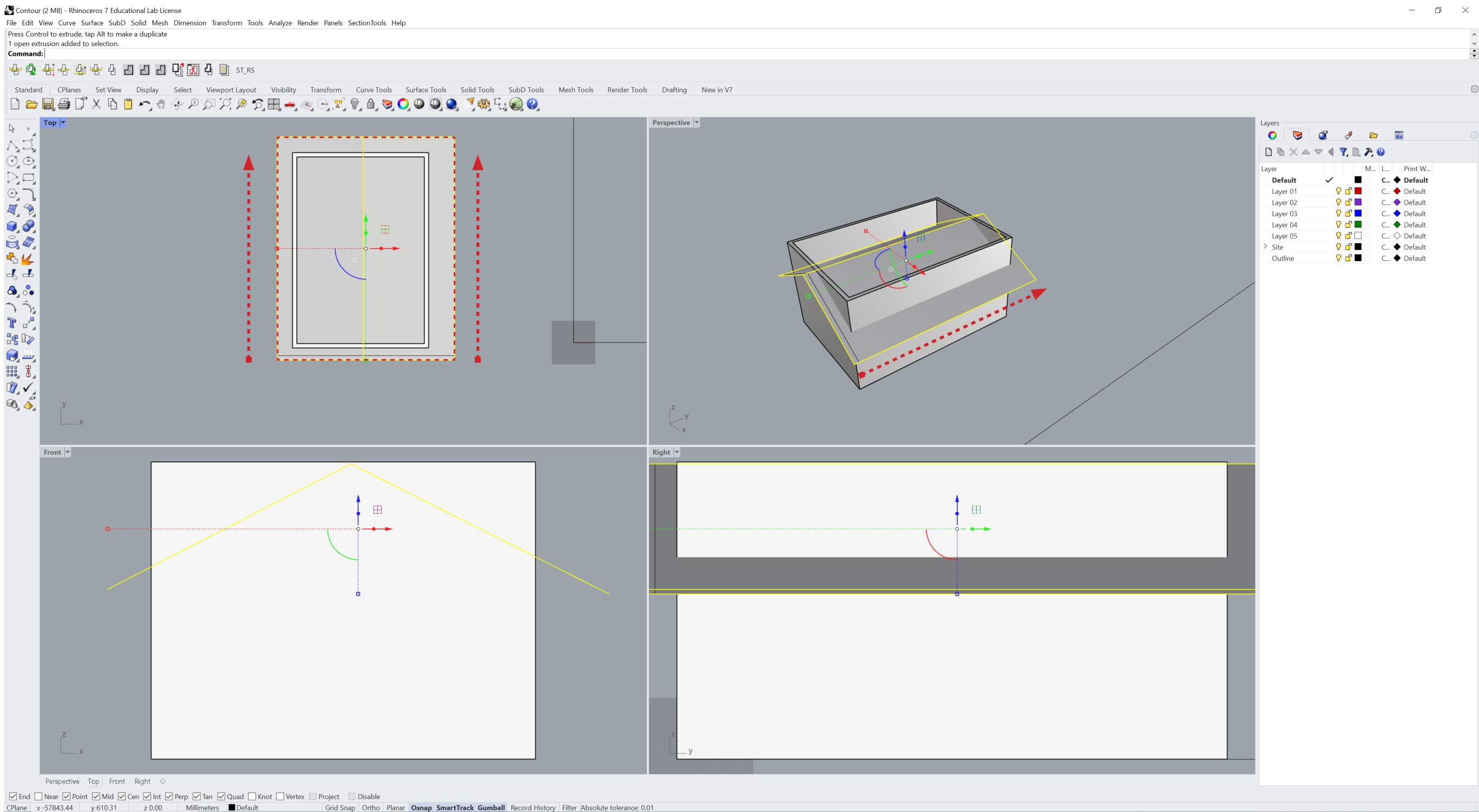Use the polyline tool to draw an line for an roof

Use the font view port for this

Select the roof line drawn and either use the "Extrudecrv" command or use the gumball tool
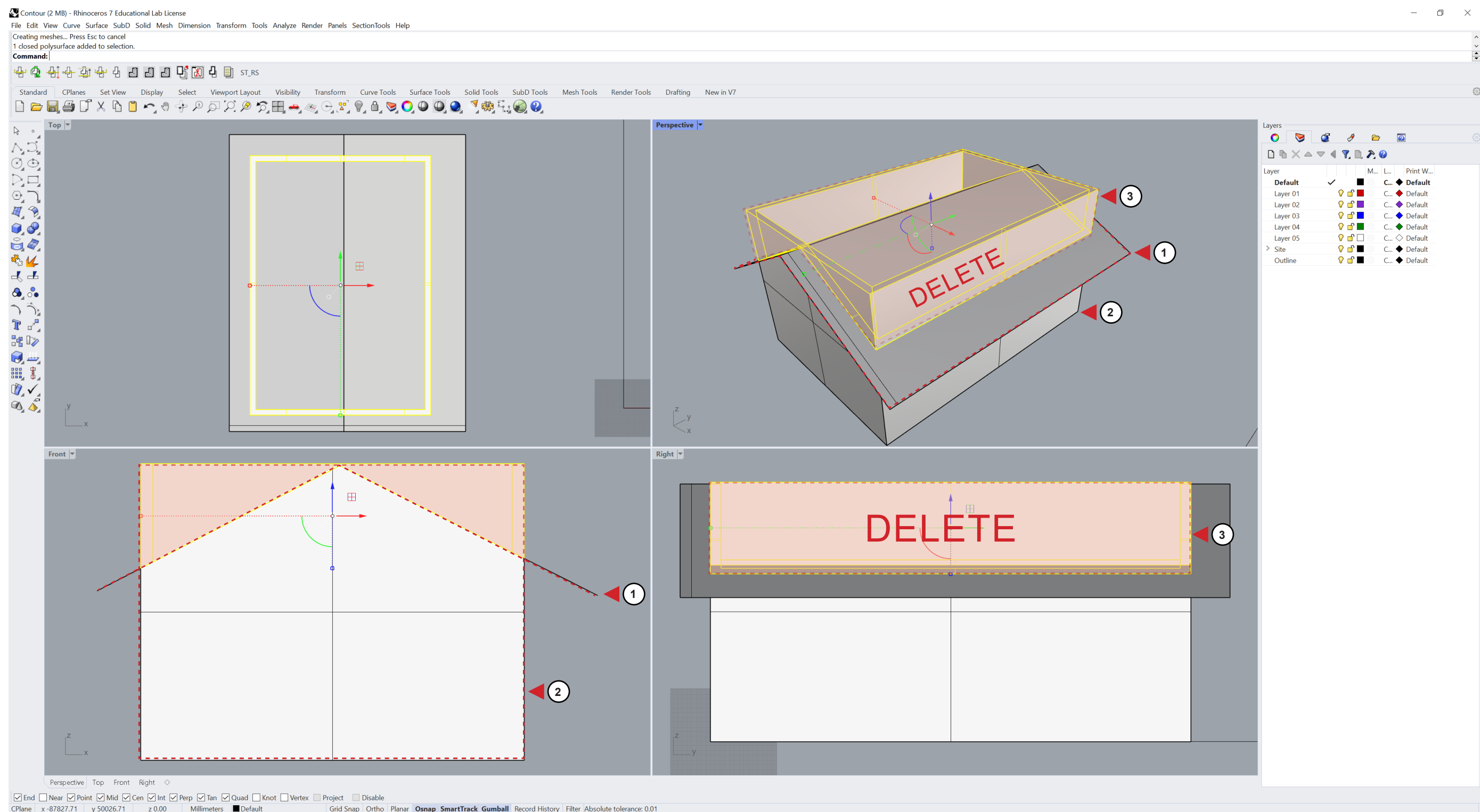

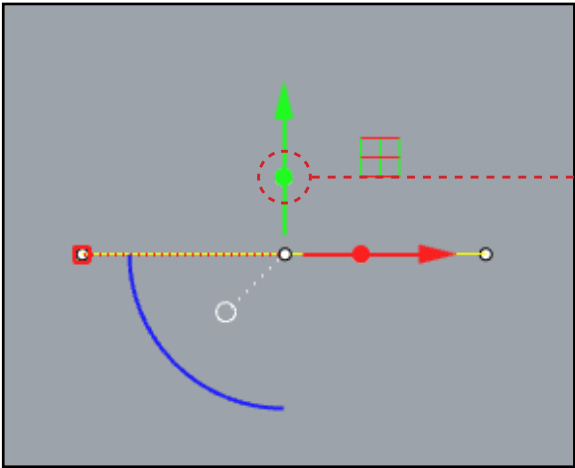Use the gumball circle to extrude the roof

Type "BooleanSplit" into the command bar
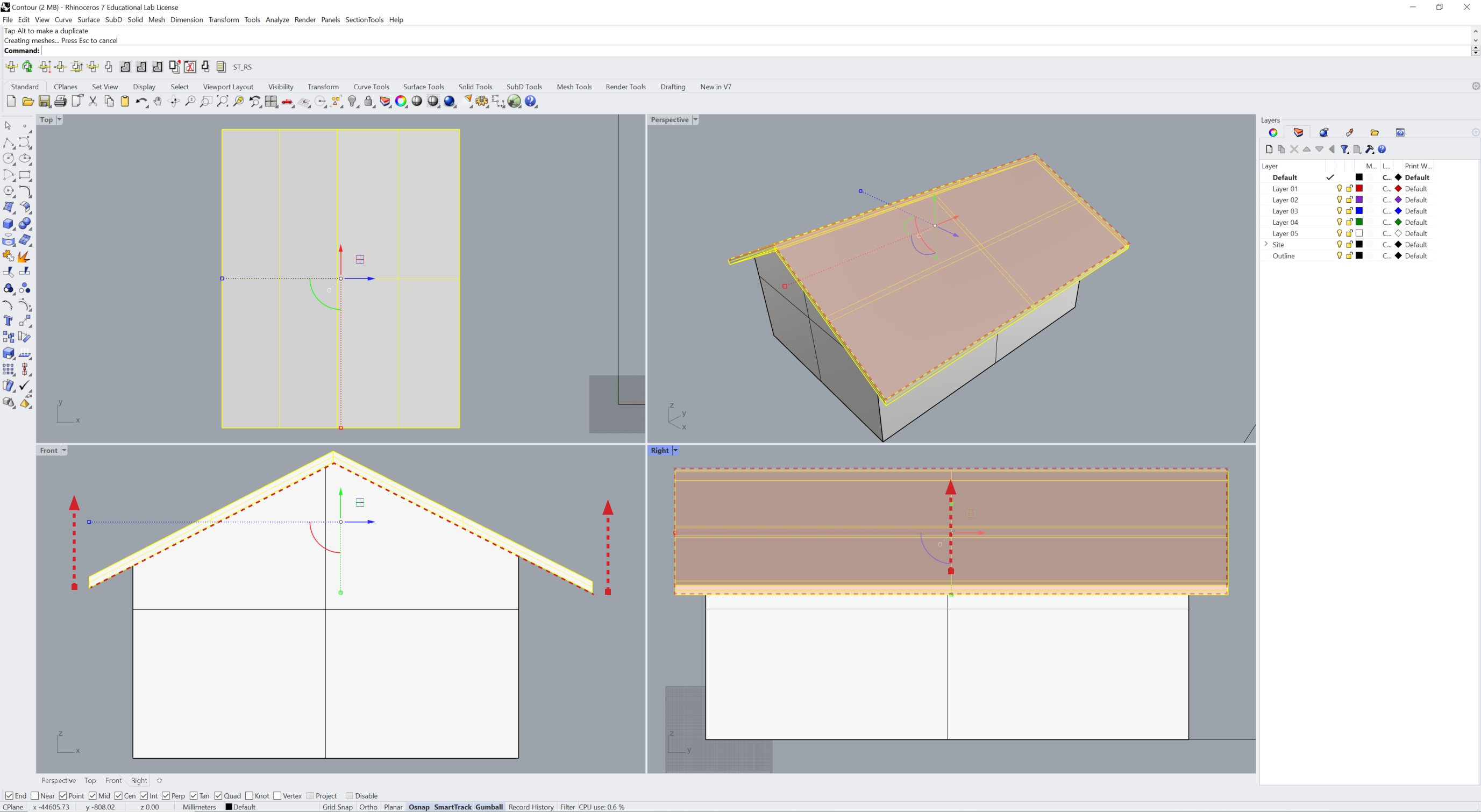
Select roof surface and press enter
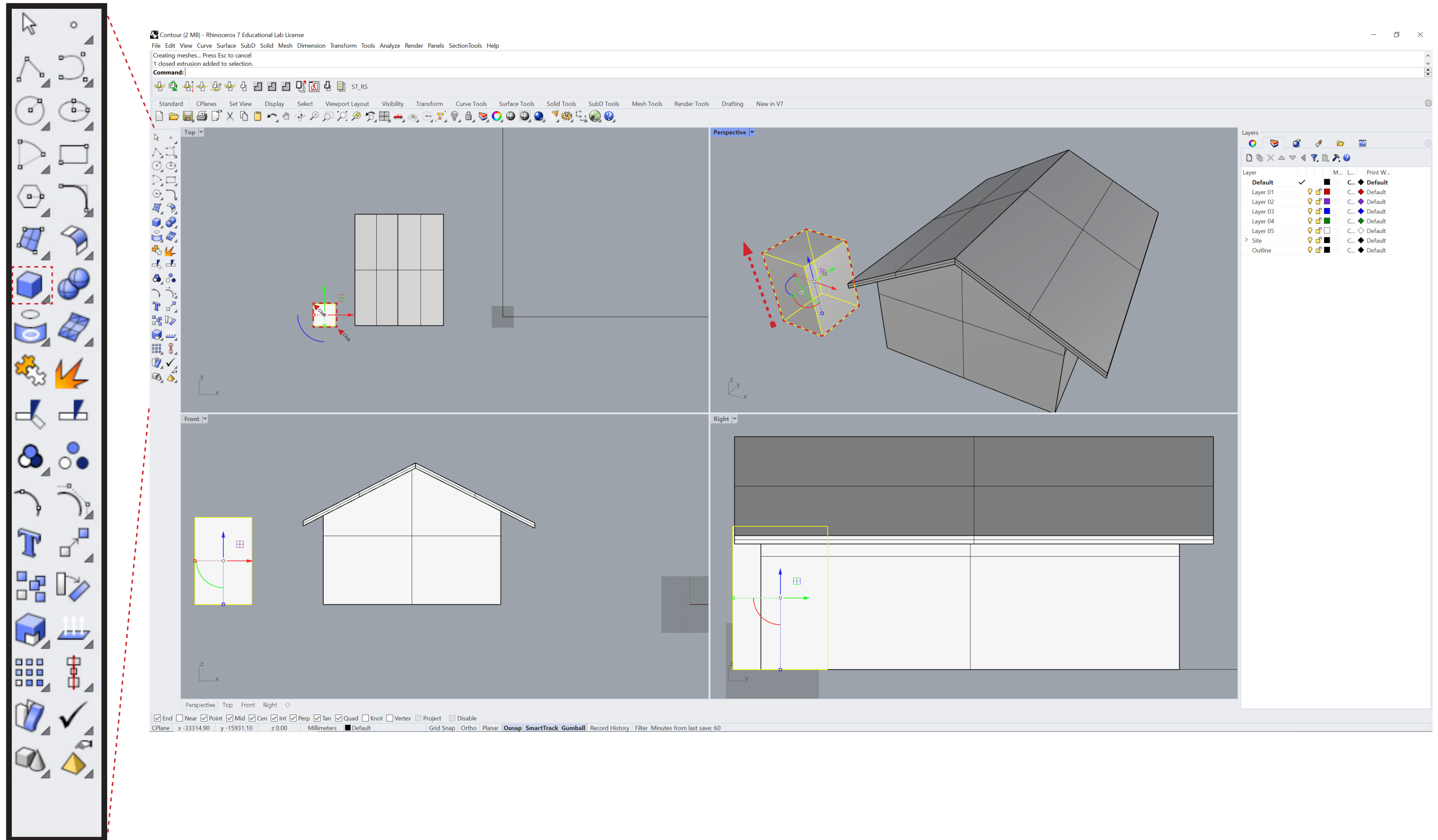
Select the split box and delete

Select the roof surface and either use the "Extrudesrf" command or use the gumball tool
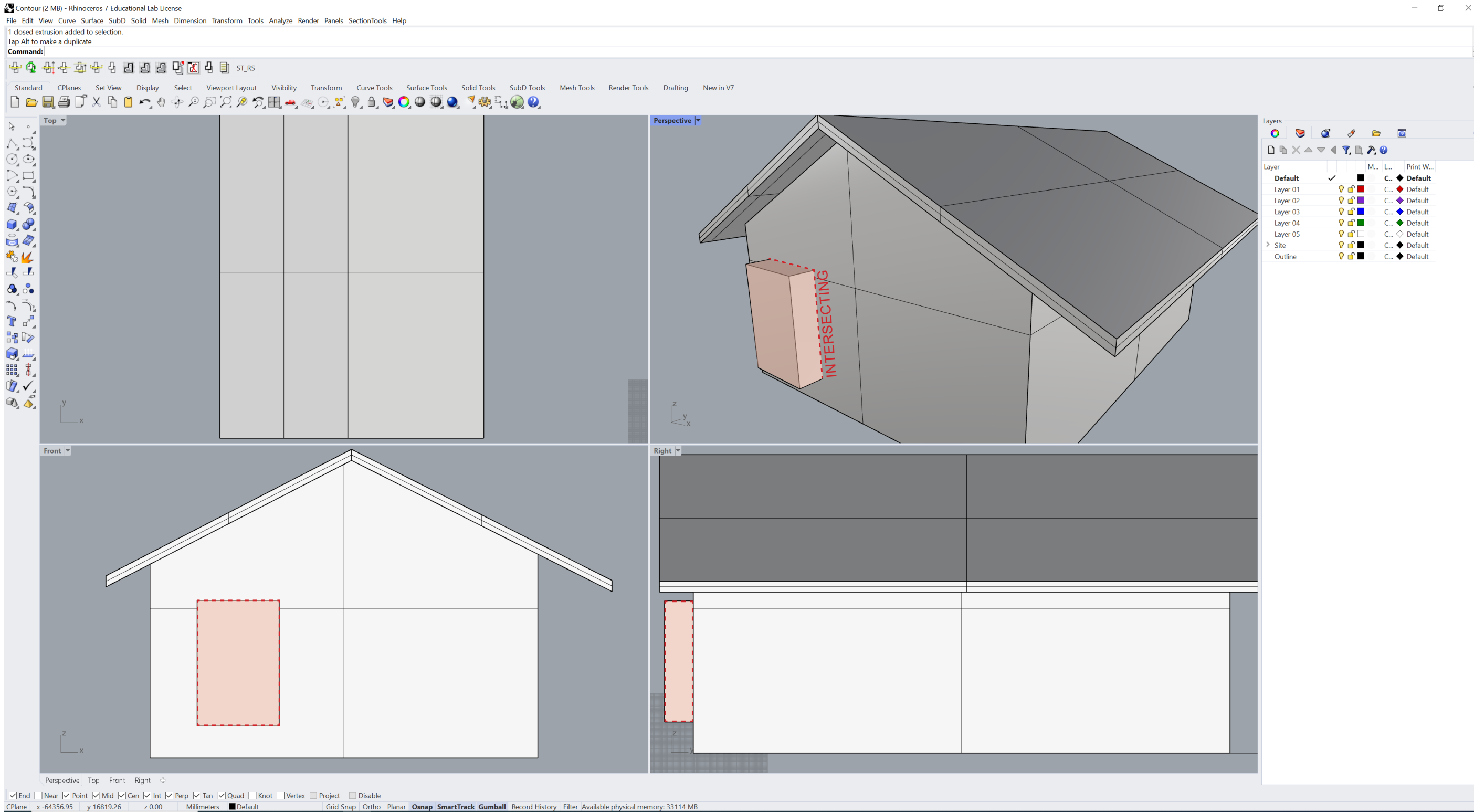
Use the gumball circle to extrude the roof

Use the Box tool on the sidebar
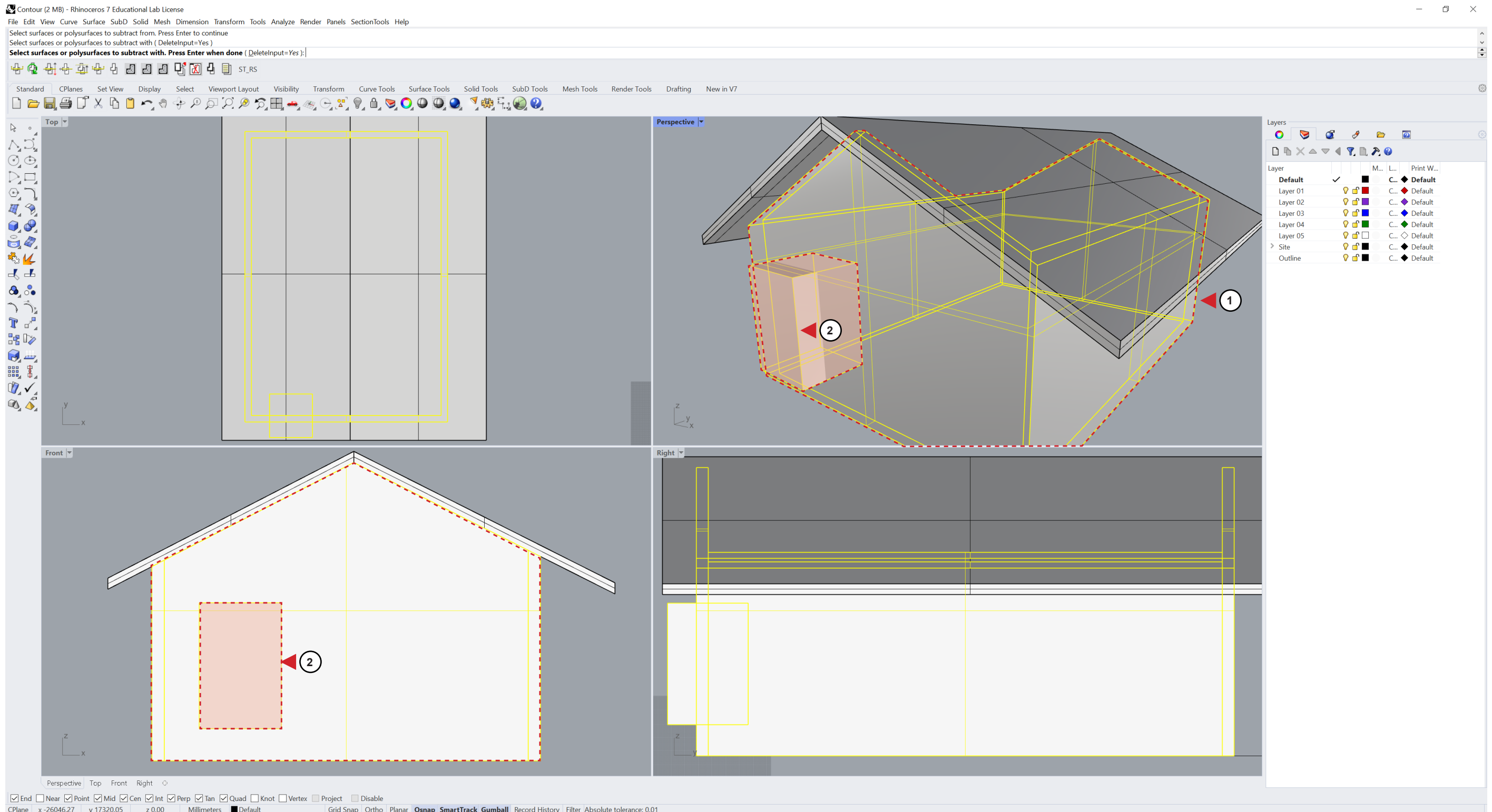## or type in "Box" in the command bar

Move and adjust the box to about a window size
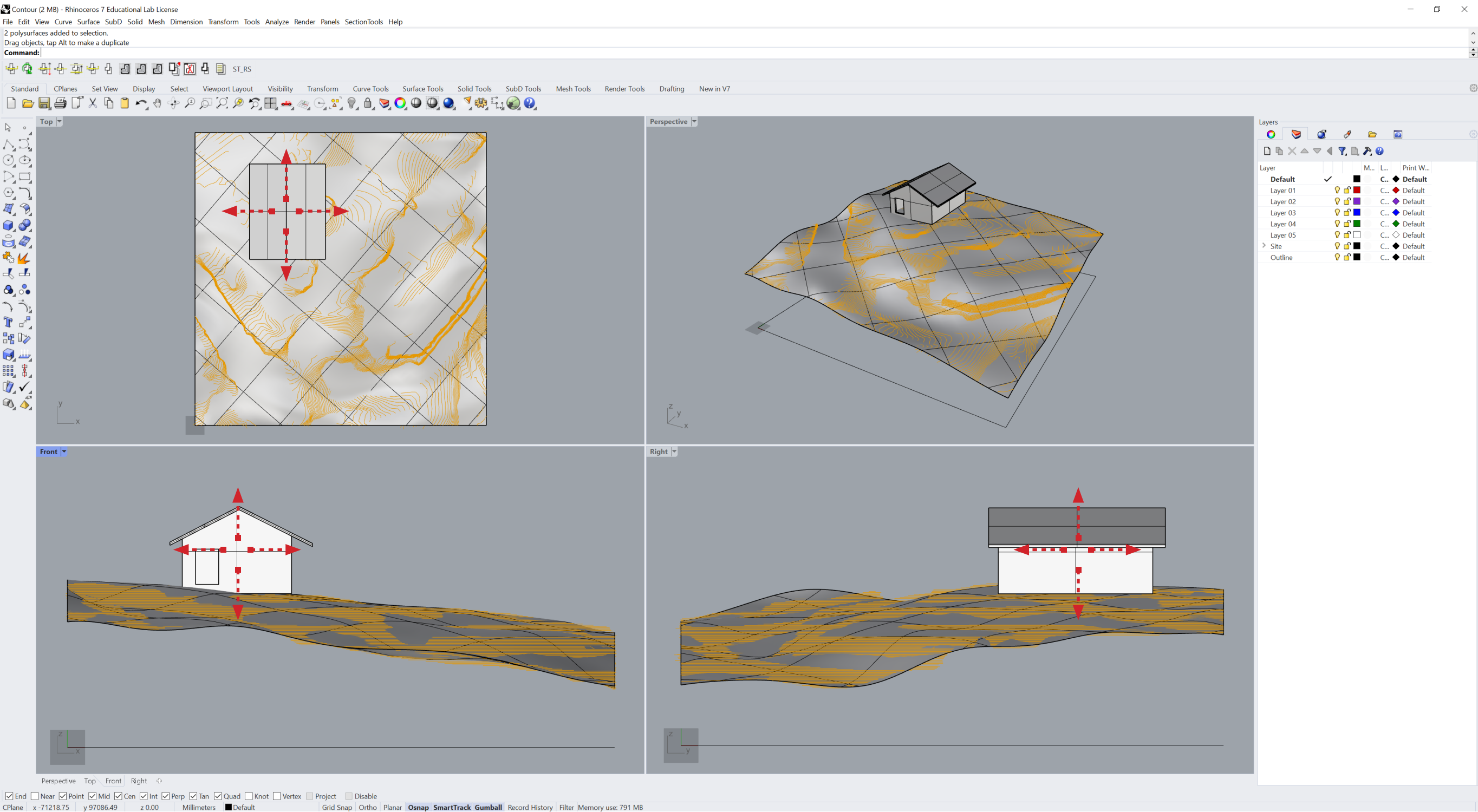# Making sure the wall and the box are intersecting

Type "Booleandifference" into the command bar

Select walls of the house and press enter

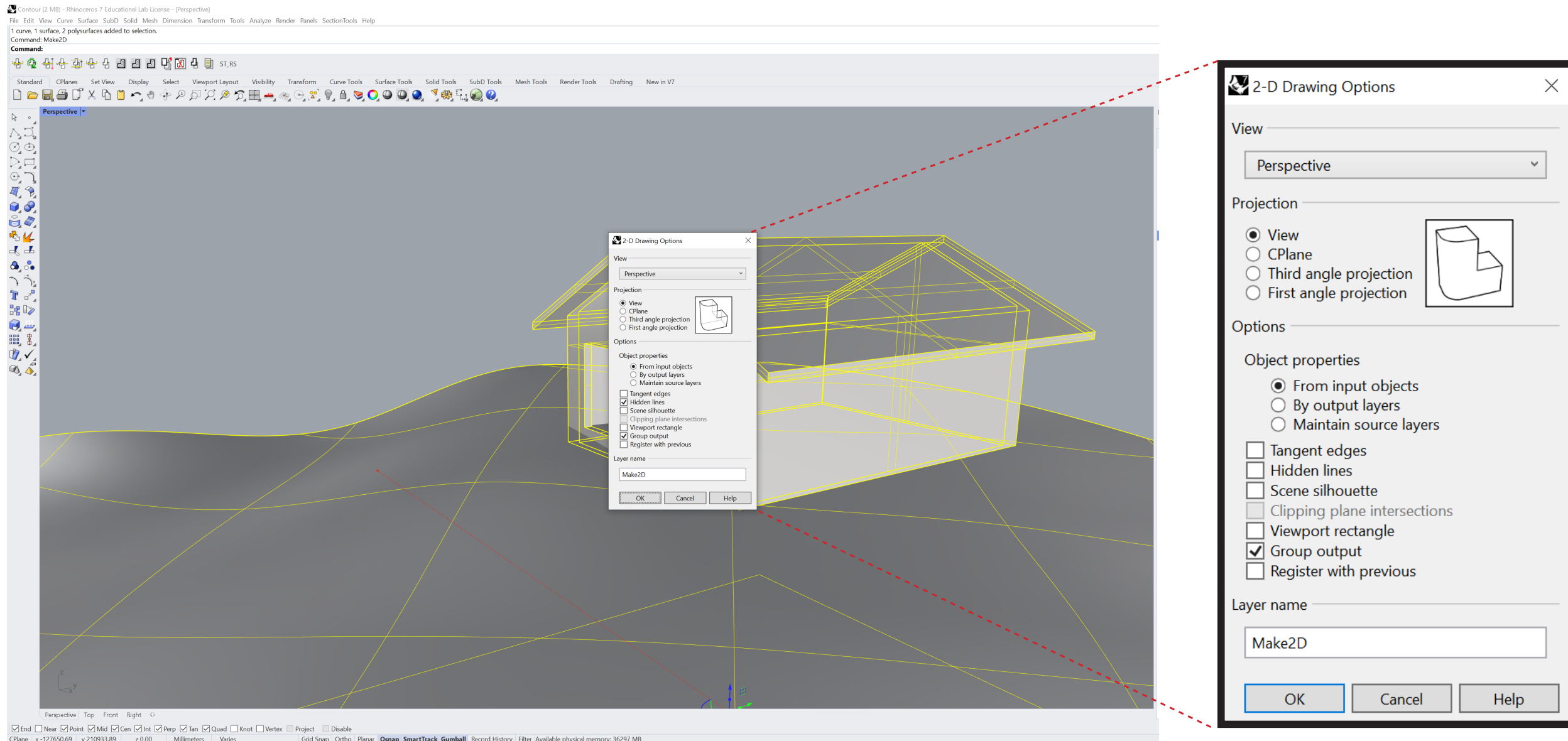Select the box and press enter

Select the whole house and use the gumball or the move command to place the dwelling on to the side
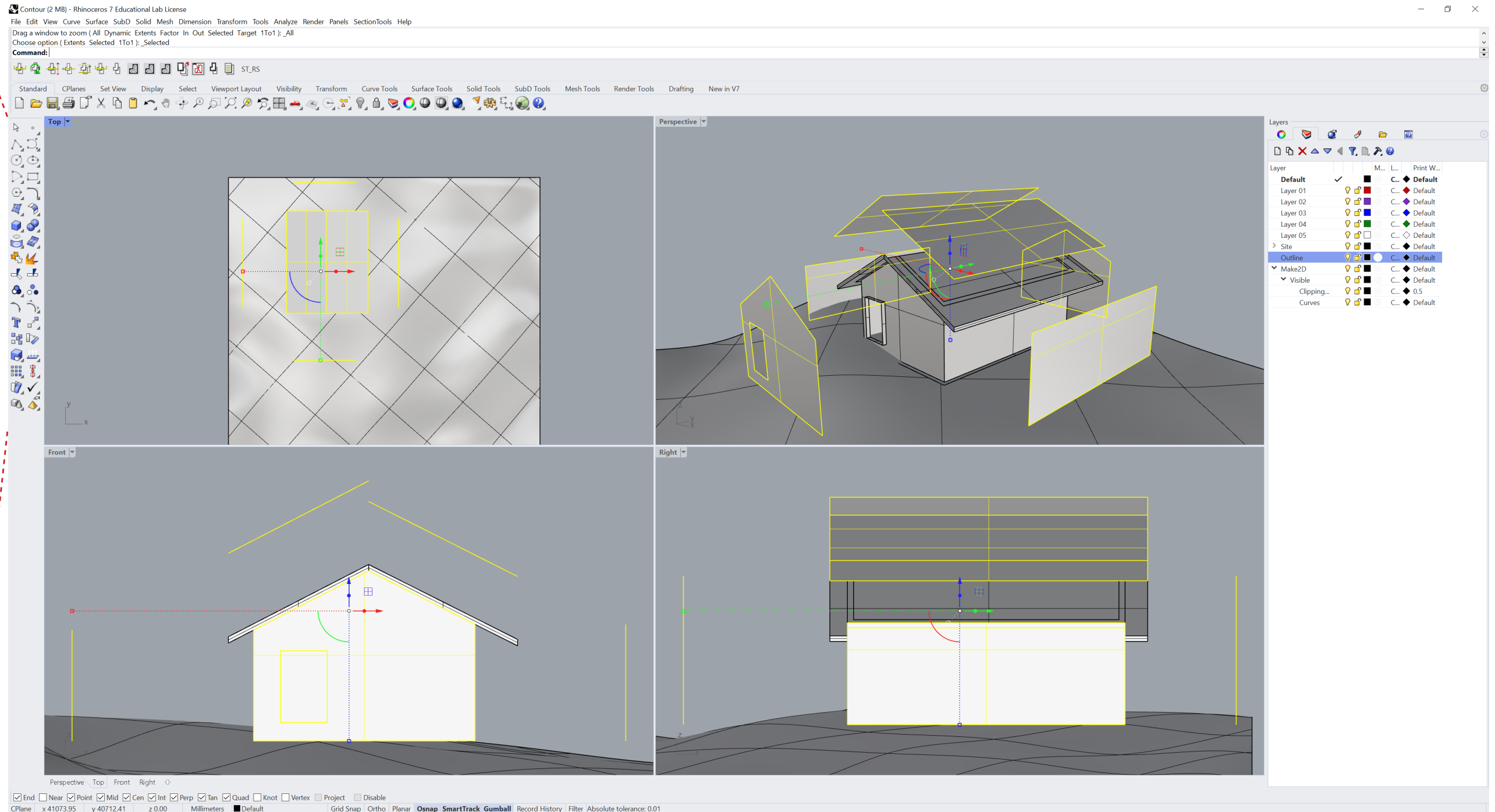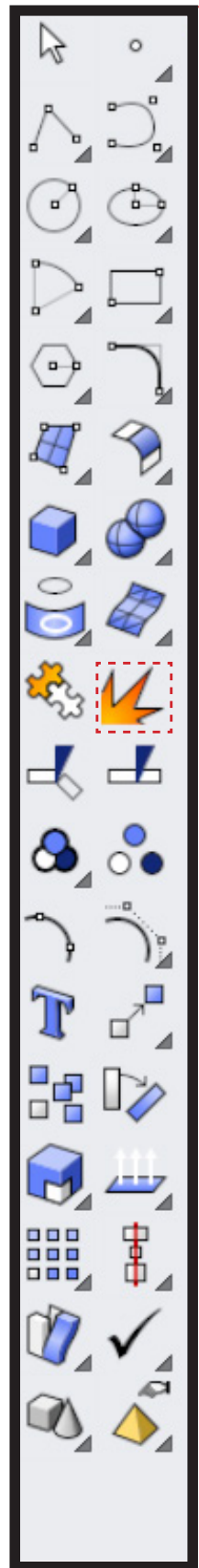
MAKE 2D

Select an view to extract in to a illustrator file
Select what you want to make in to an drawing
Type "Make2d" in to the command bar

Once done select the line drawing and File>Export Selected >Select illustrator file type

LASER CUTTING

Use the explode tool extract individual surfaces
or Type " explode" into the command bar
drag all the surfaces out and lay them flat on top view

Use the rotate command to orient the roof angle flat
Make2d on with selected surfaces
Repeat the make2d step