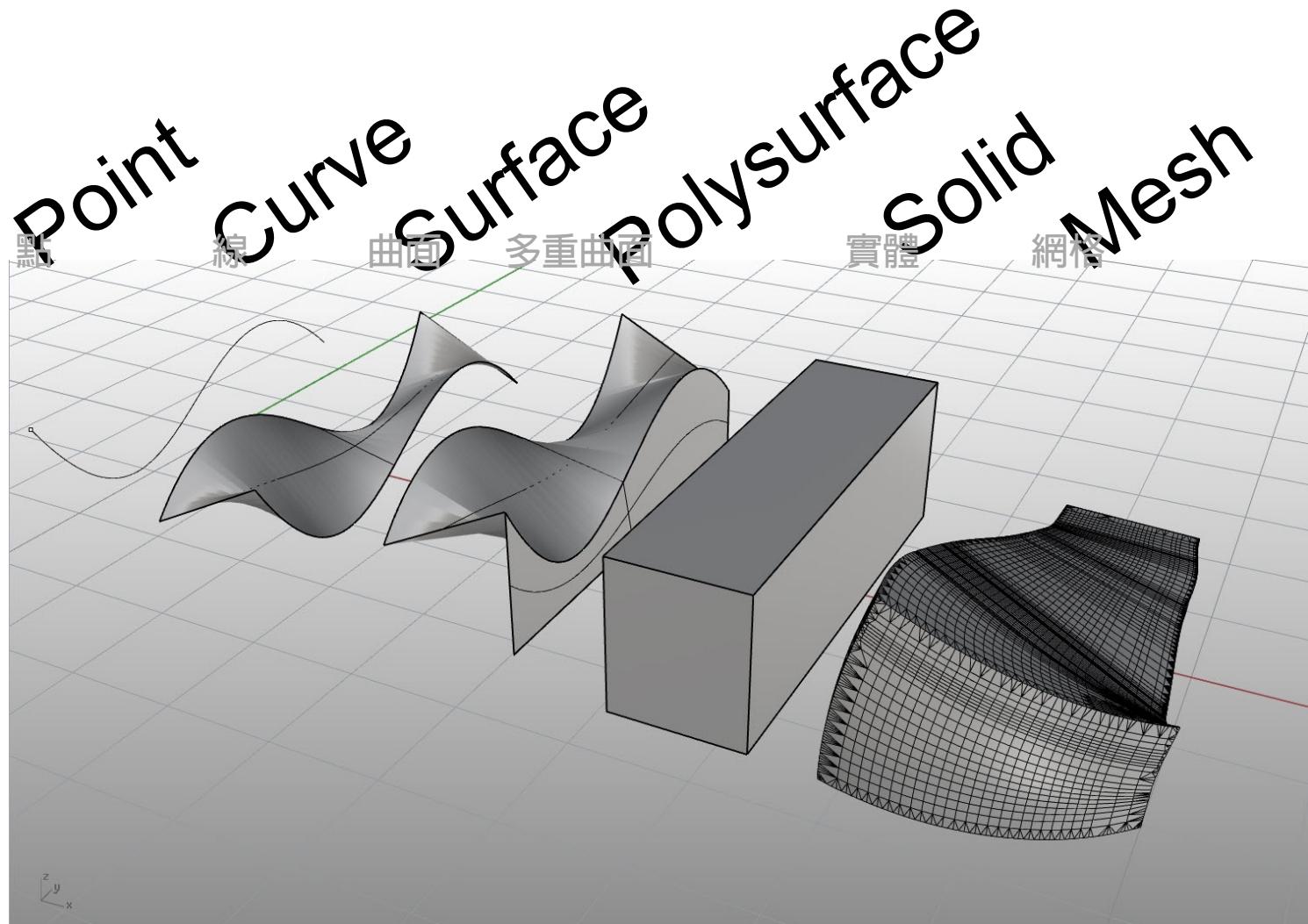
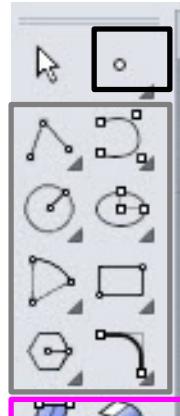


Rhinoceros
+
Grasshopper
+
Digital Fabrication

Rhinoceros Object Type





點 Point

線



曲面



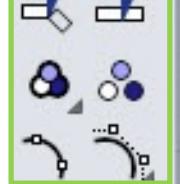
實體



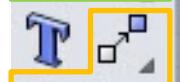
網格



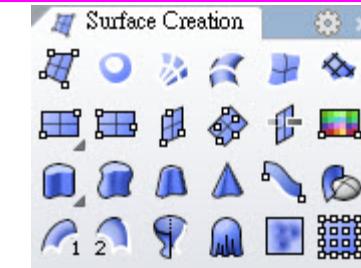
編輯



修改



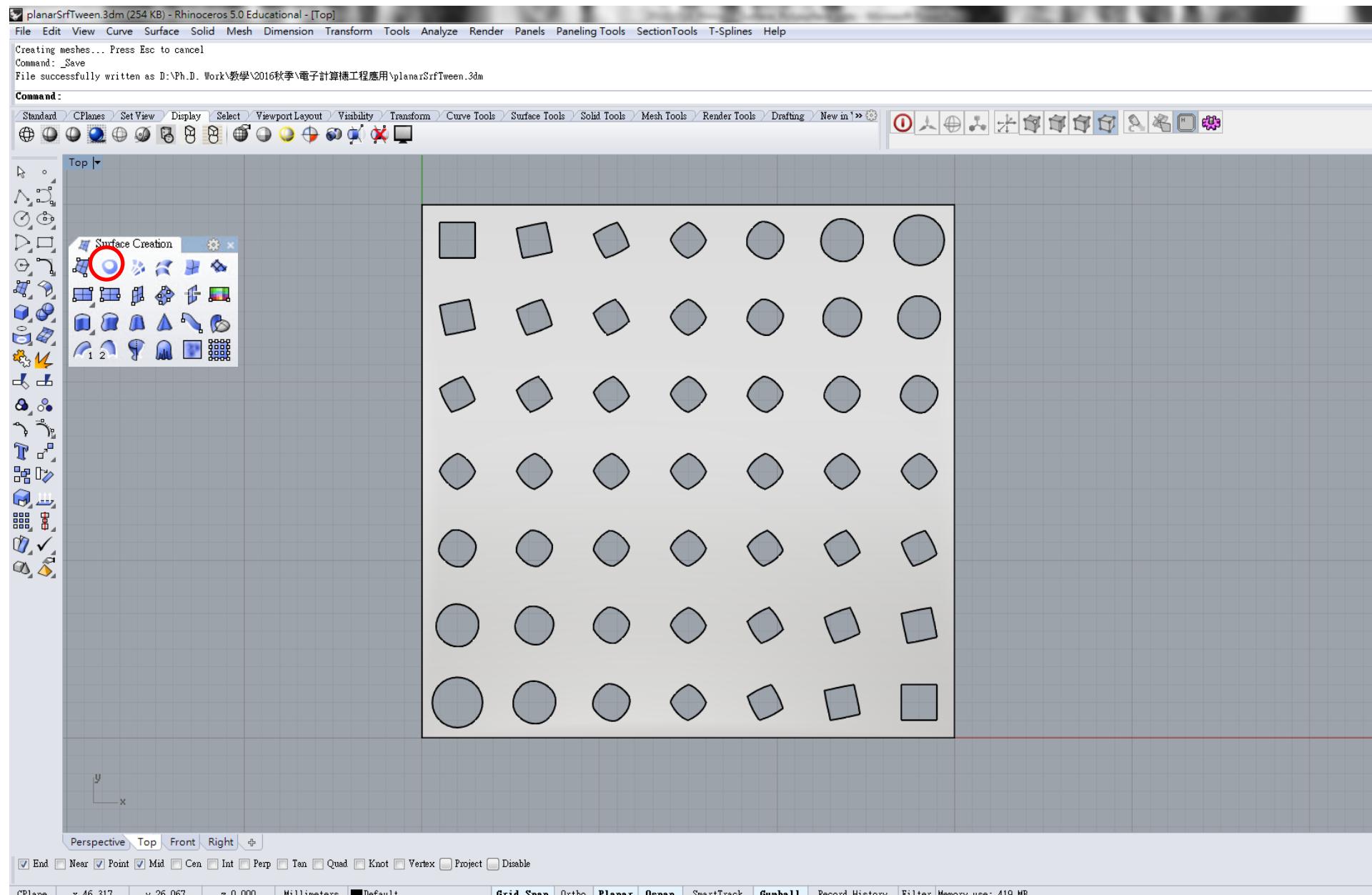
分析



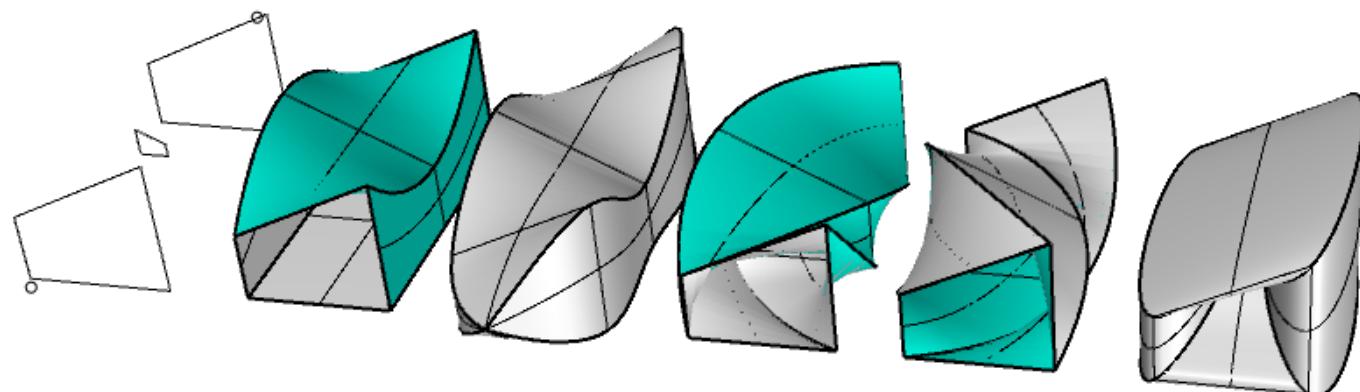
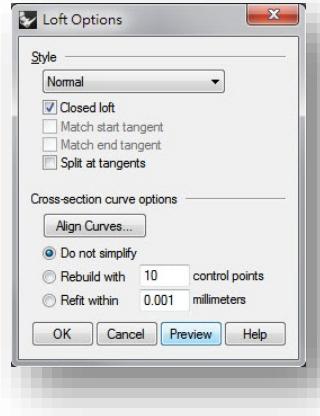
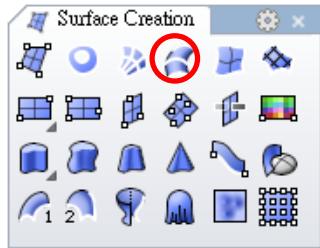
建造曲面

編輯 / 修改曲面

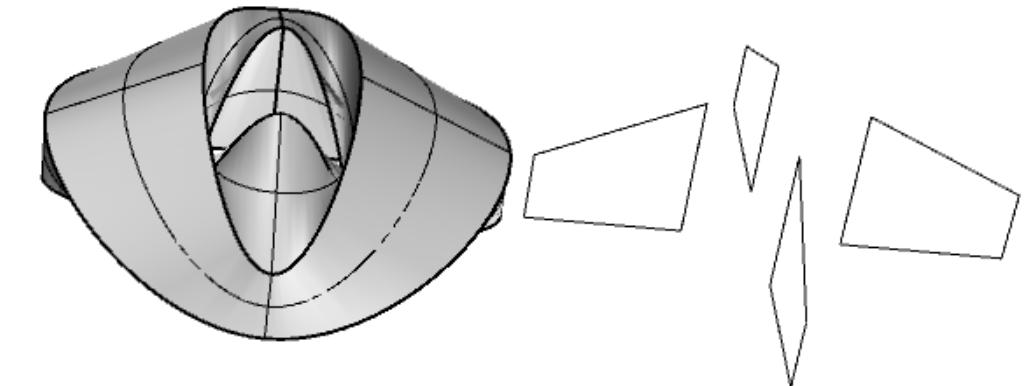




PlanarSrf

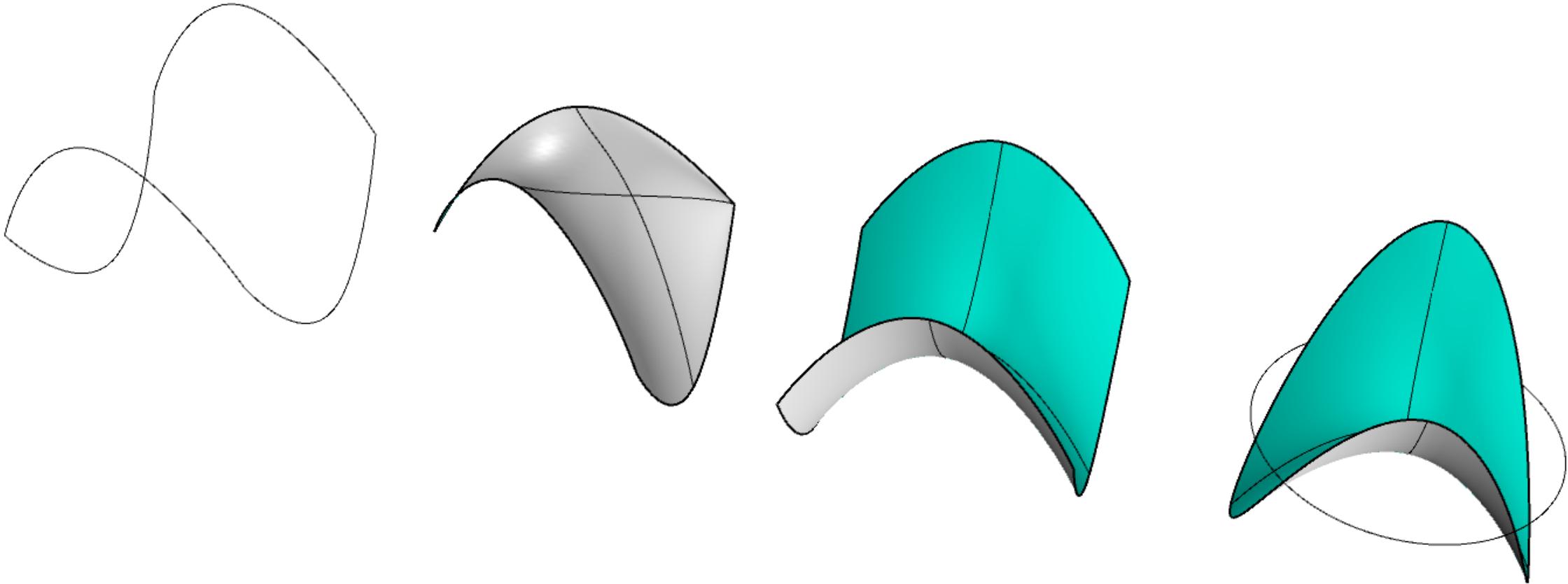


Point

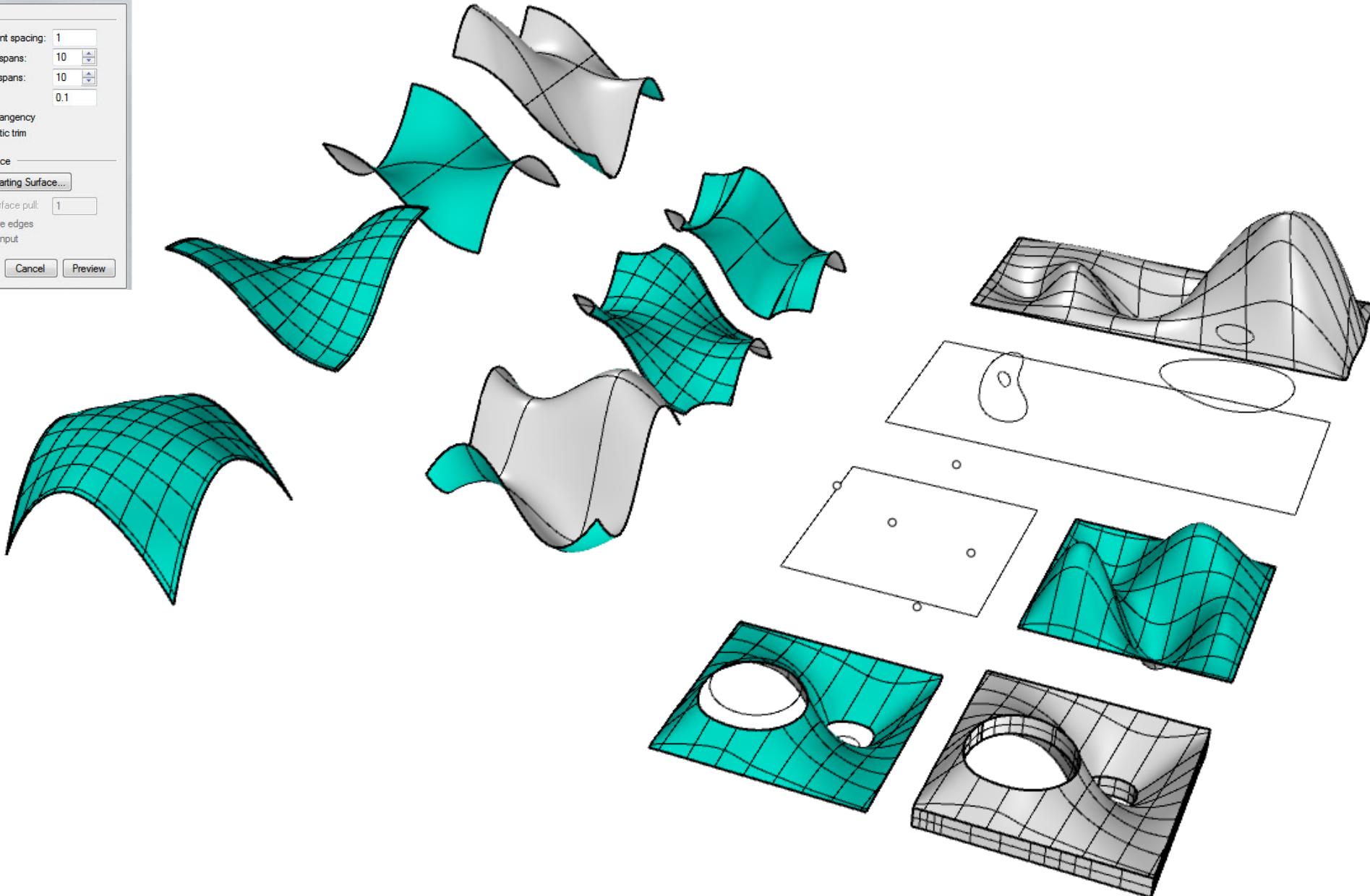
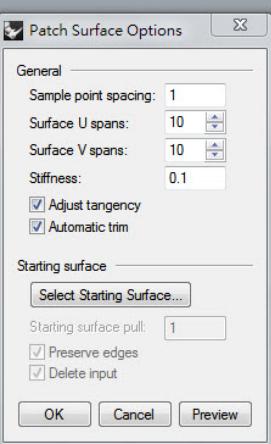
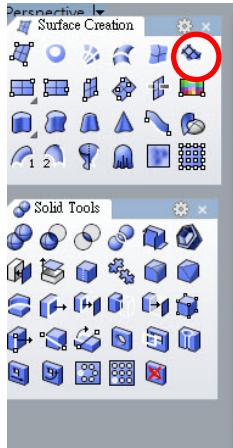


Closed

Loft



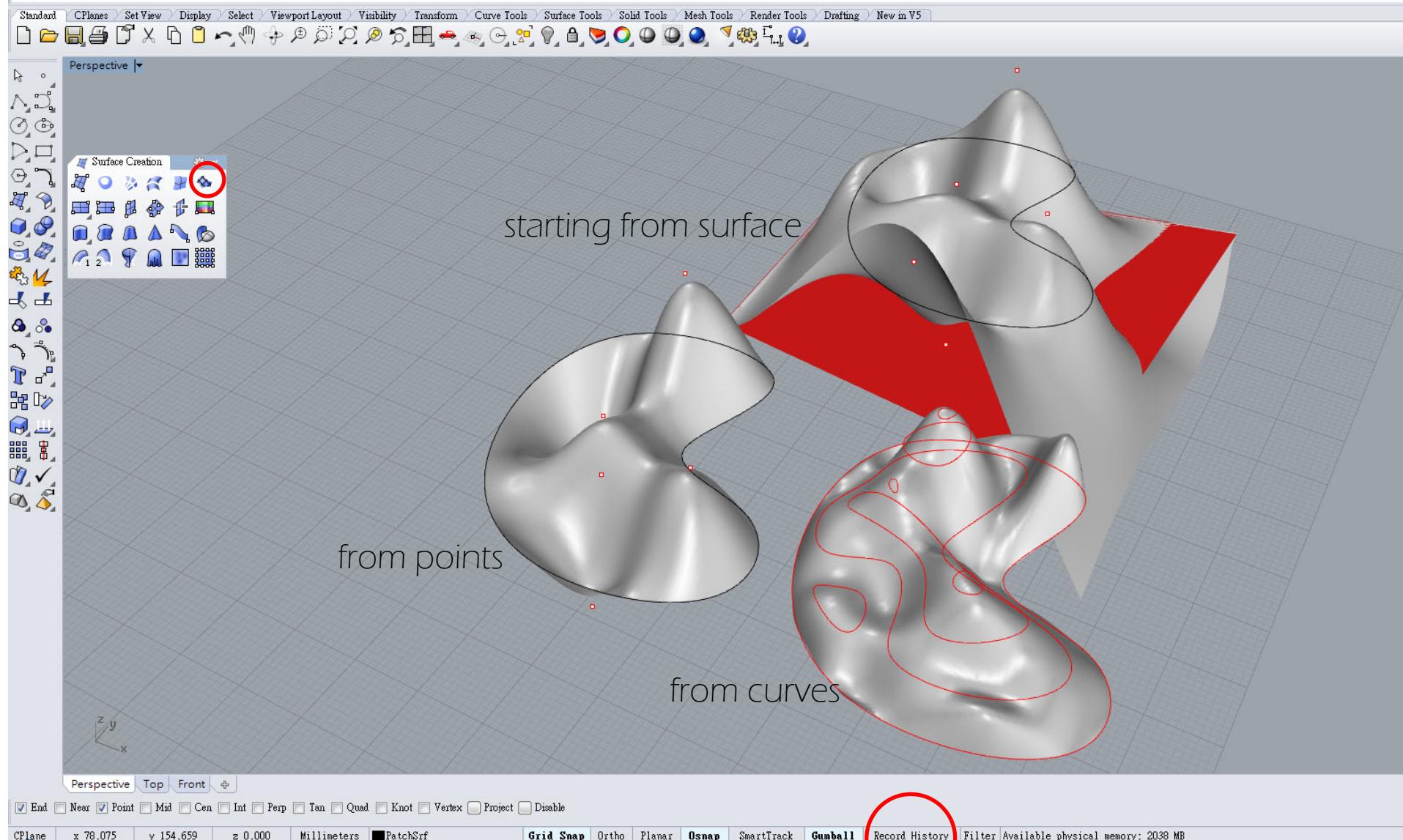
EdgeSrf



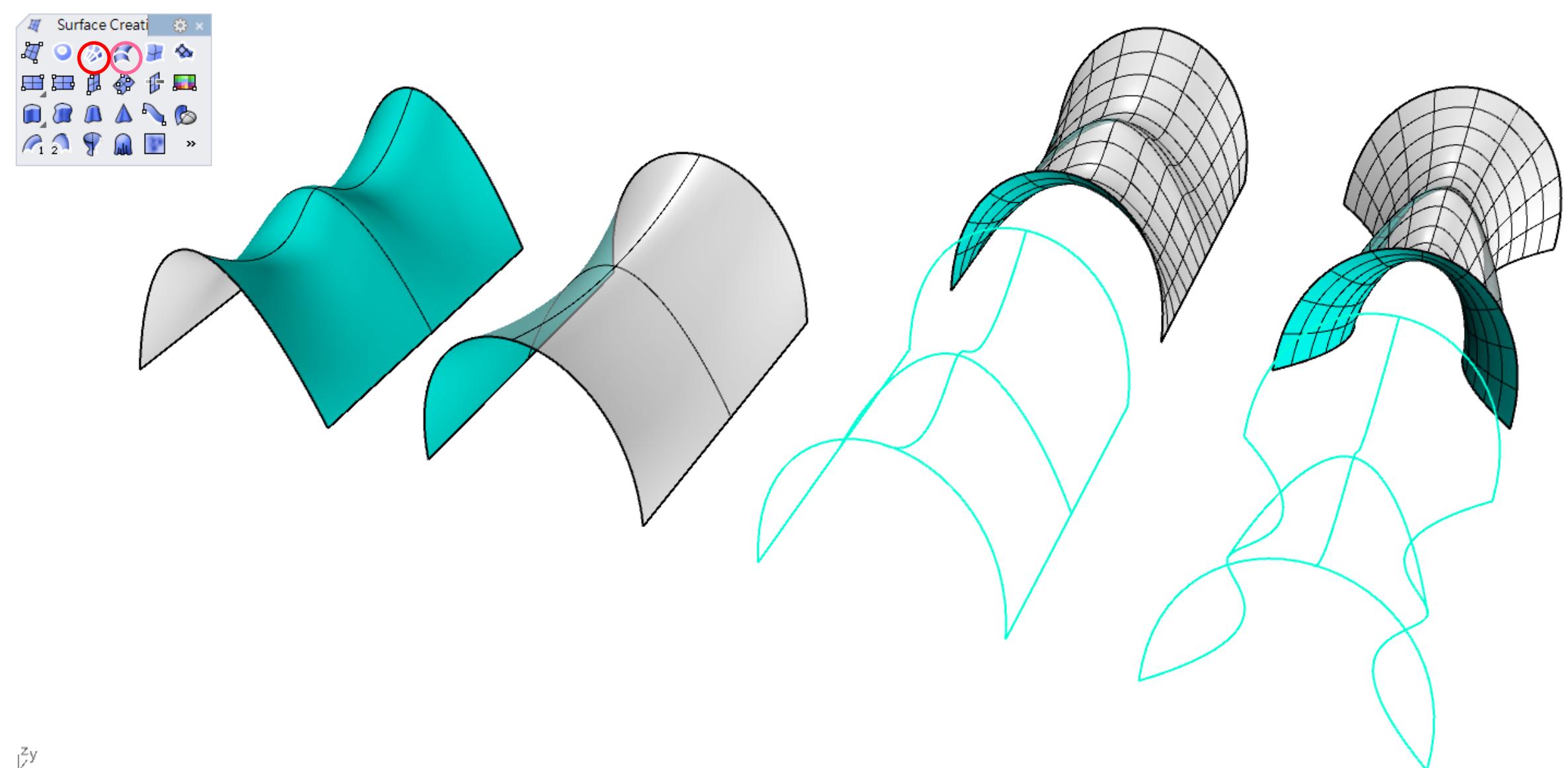
Patch

Select curves, points, point clouds and meshes to fit surface through:
Select curves, points, point clouds and meshes to fit surface through. Press Enter when done:

Command : |



Patch



NetworkSrf



Sweep
freeform

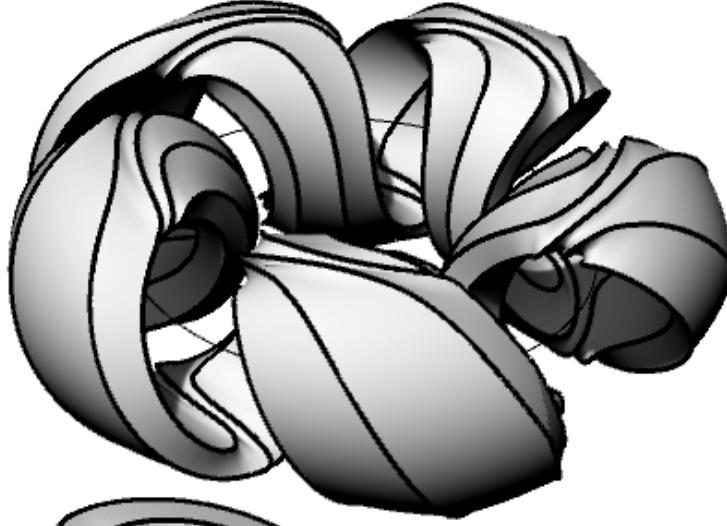


Sweep
Y-Axis

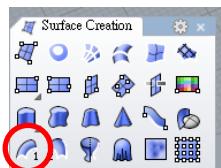
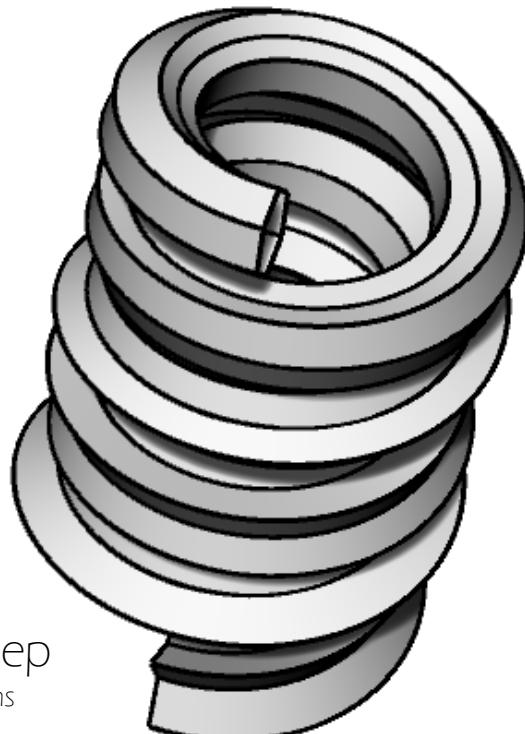


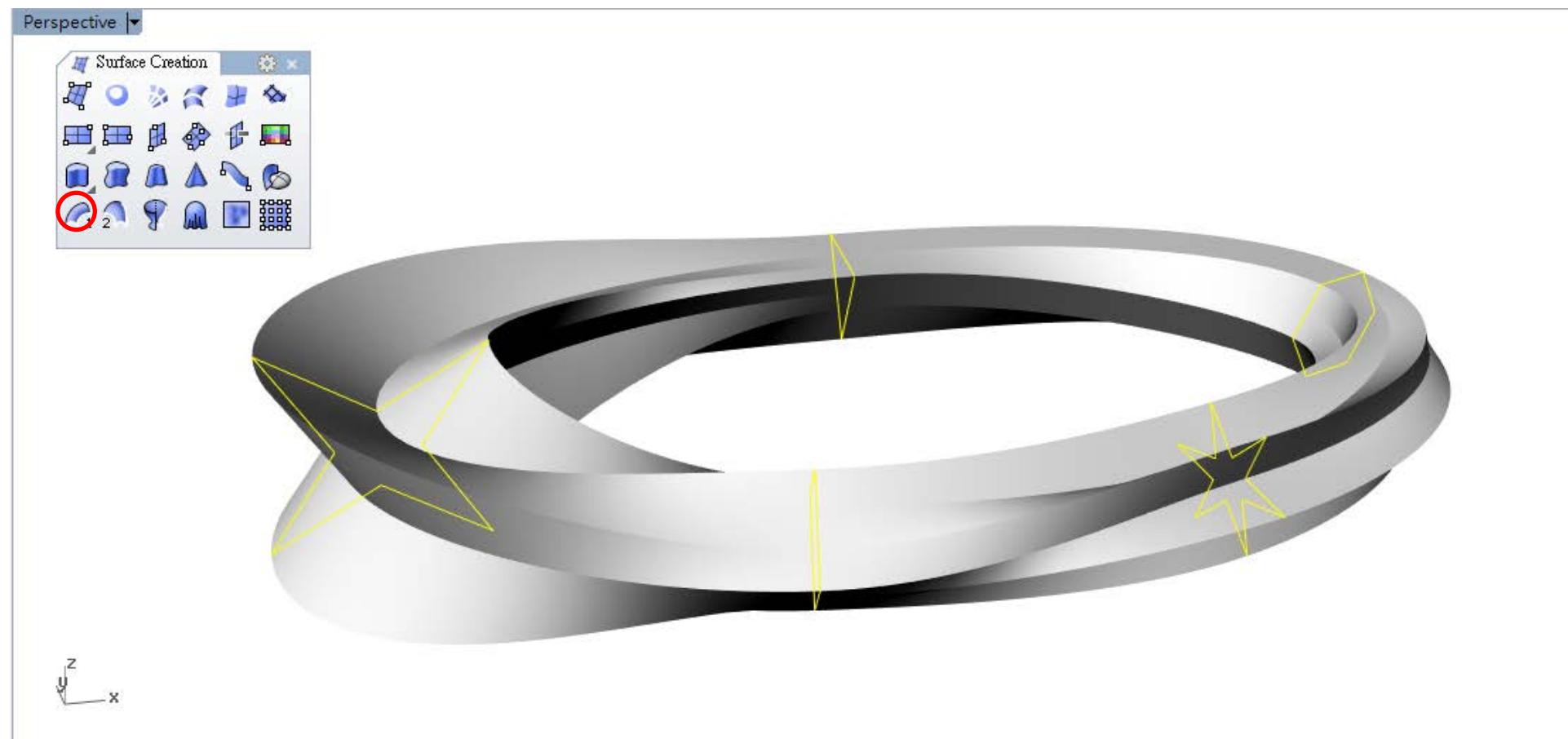
Sweep
X-Axis

Sweep 1 rail



Sweep
Sections



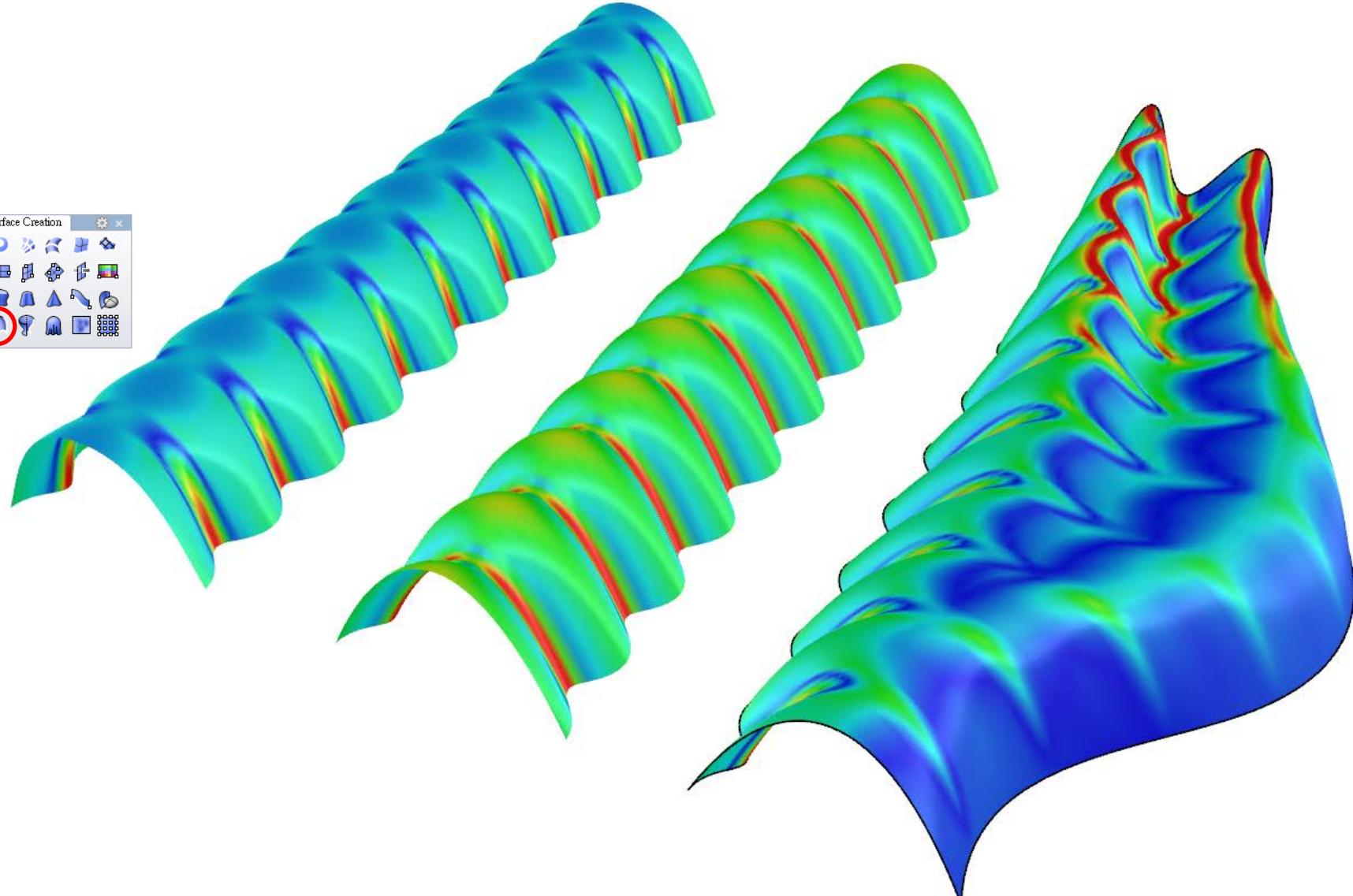
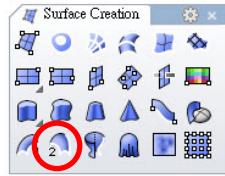


Sweep 1 rail

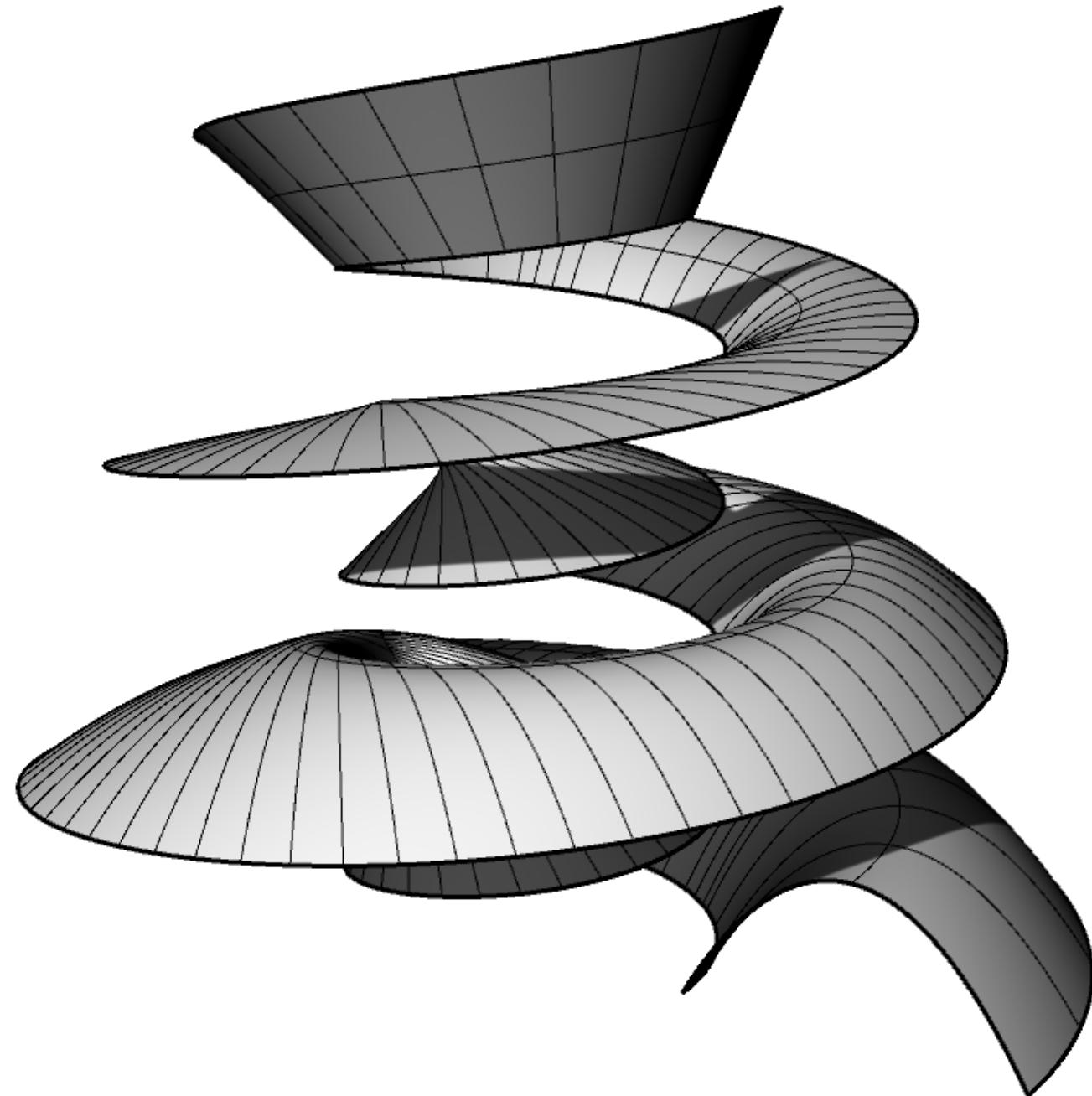


Sweep1Rail

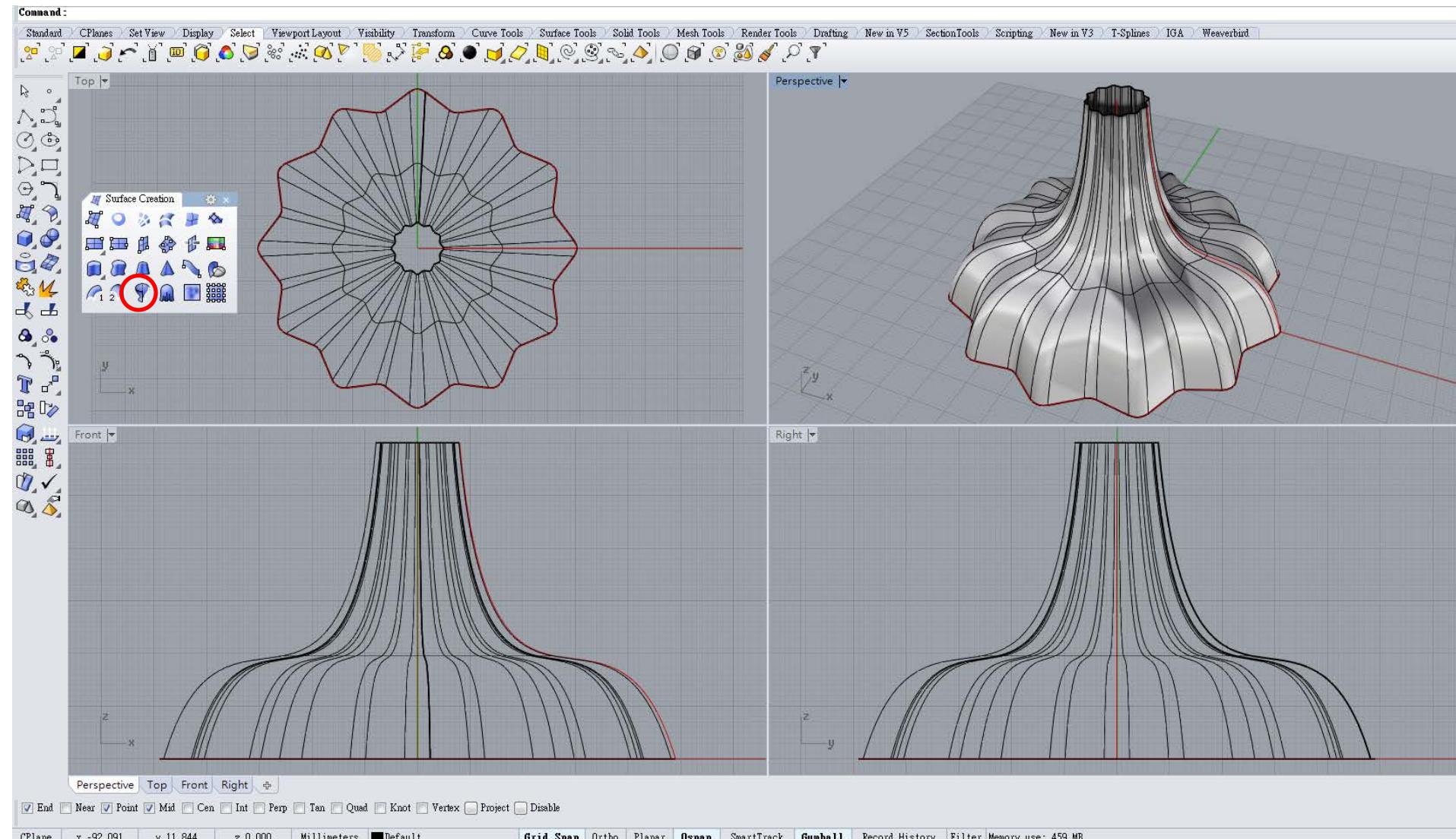
Cristo Obrero Church , Eladio Dieste



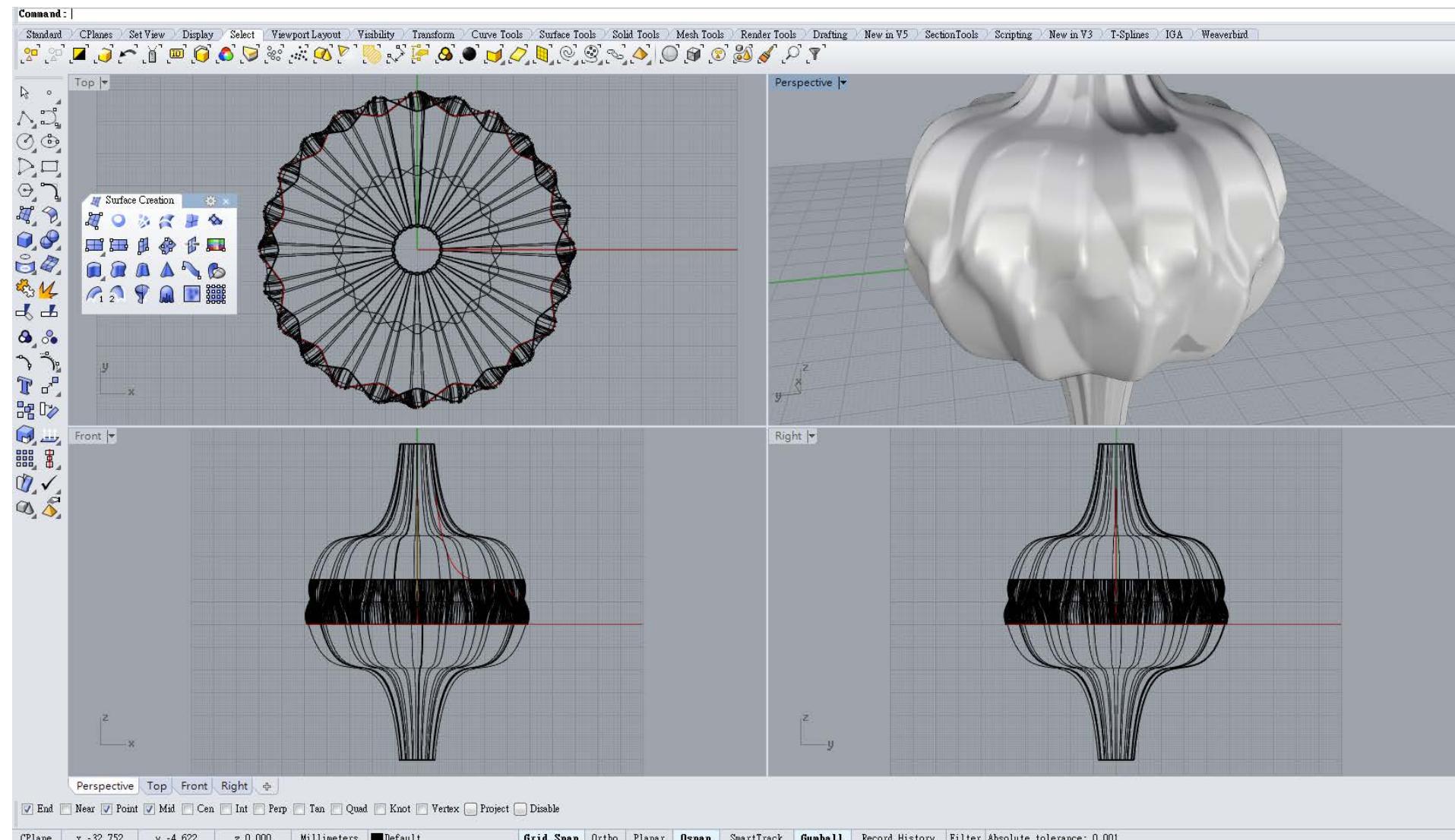
Sweep 2 rails



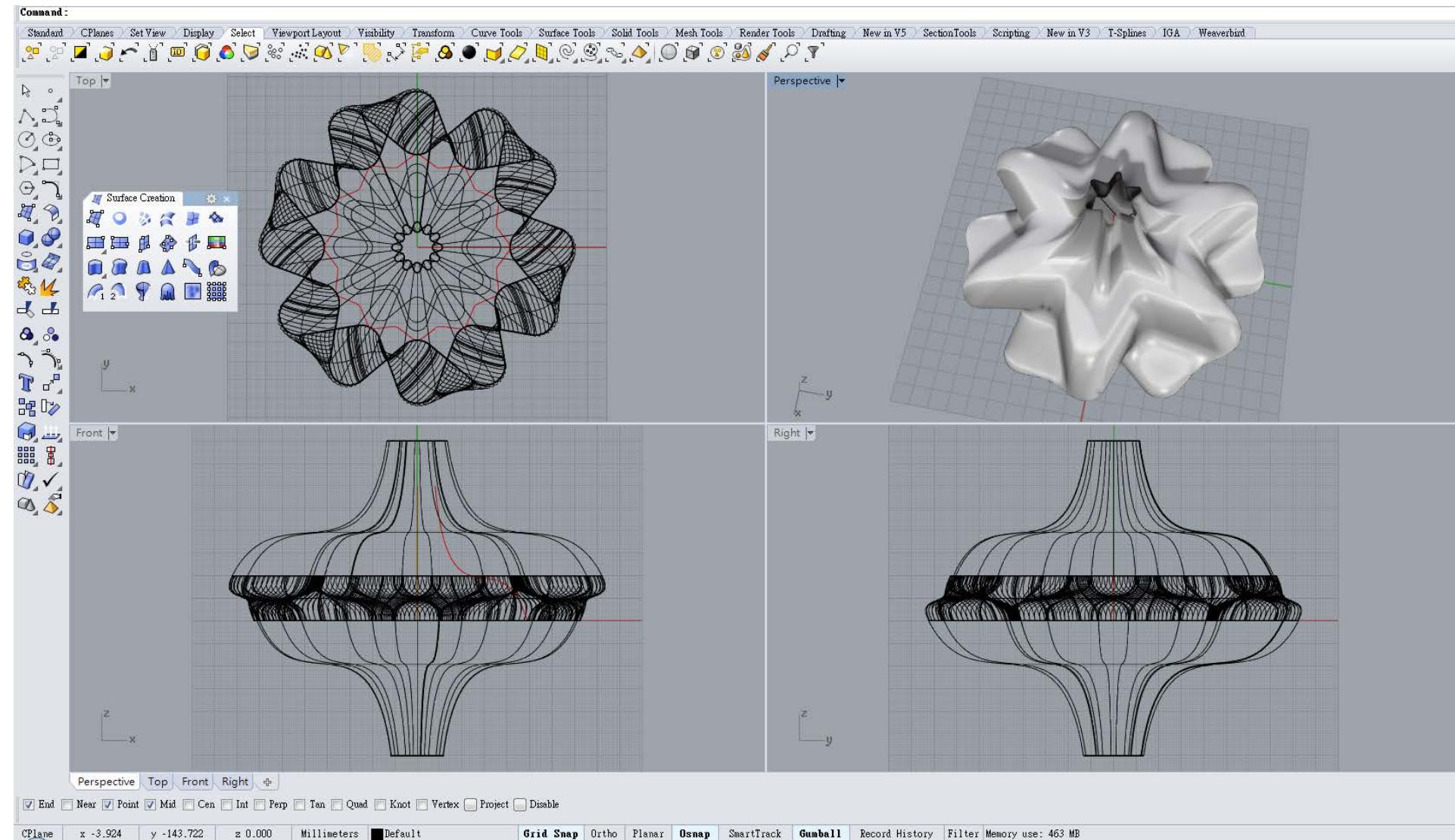
Sweep 2 rails



Rail Revolve



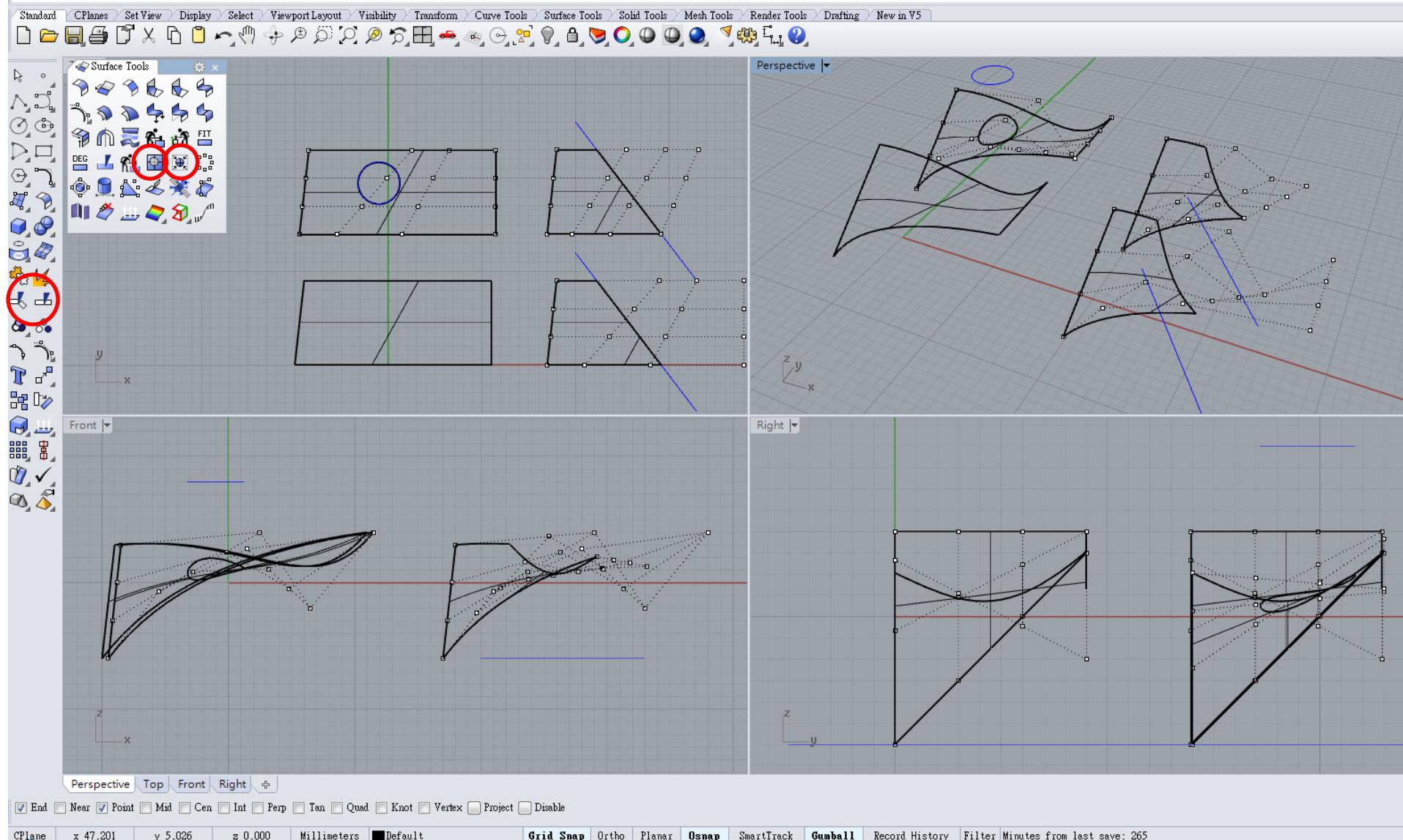
Rail Revolve + Blend Surface



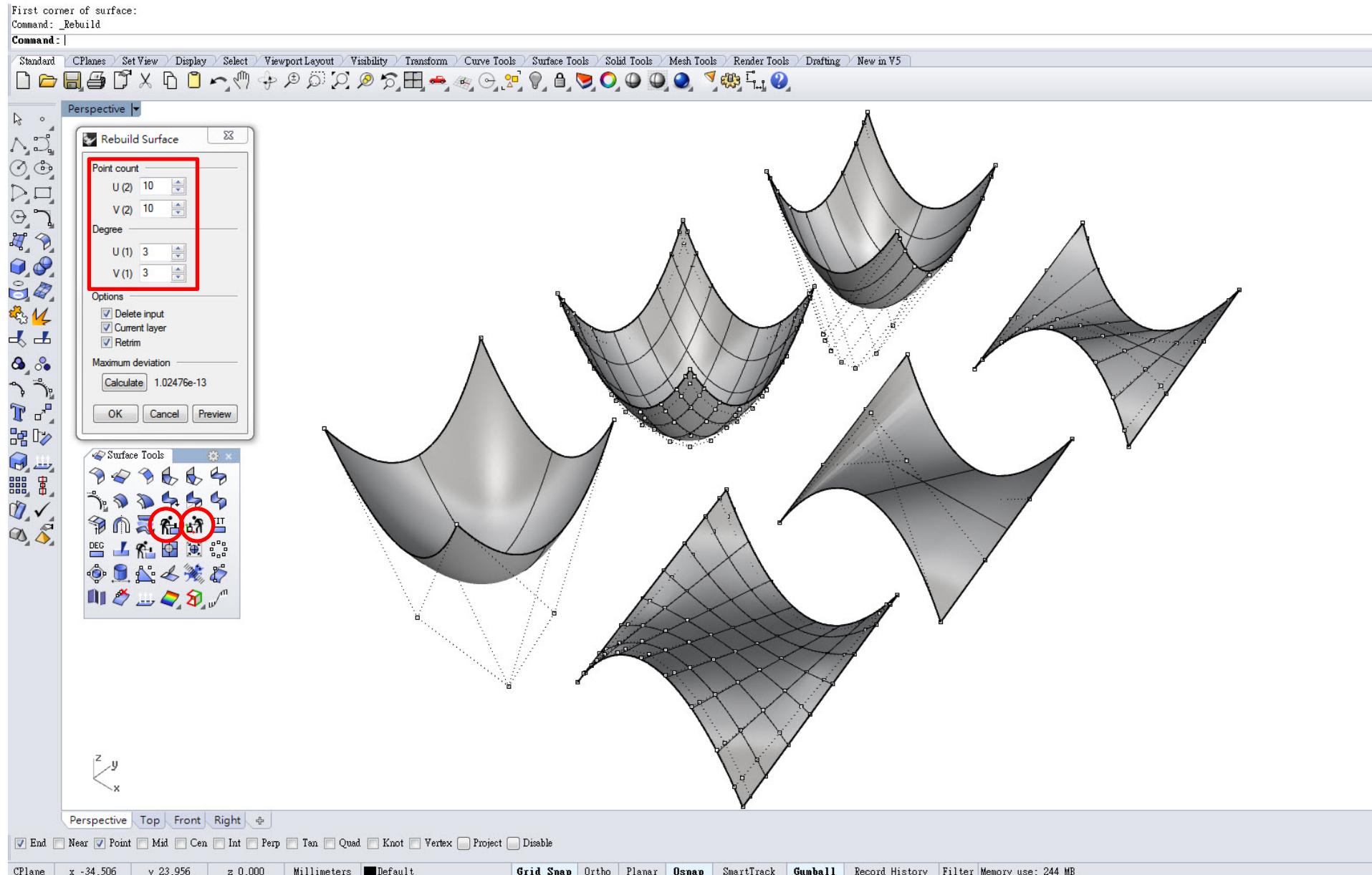
Select surfaces to rebuild in U or V direction:

Command: _Rebuild

Select curves, extrusions or surfaces to rebuild: |

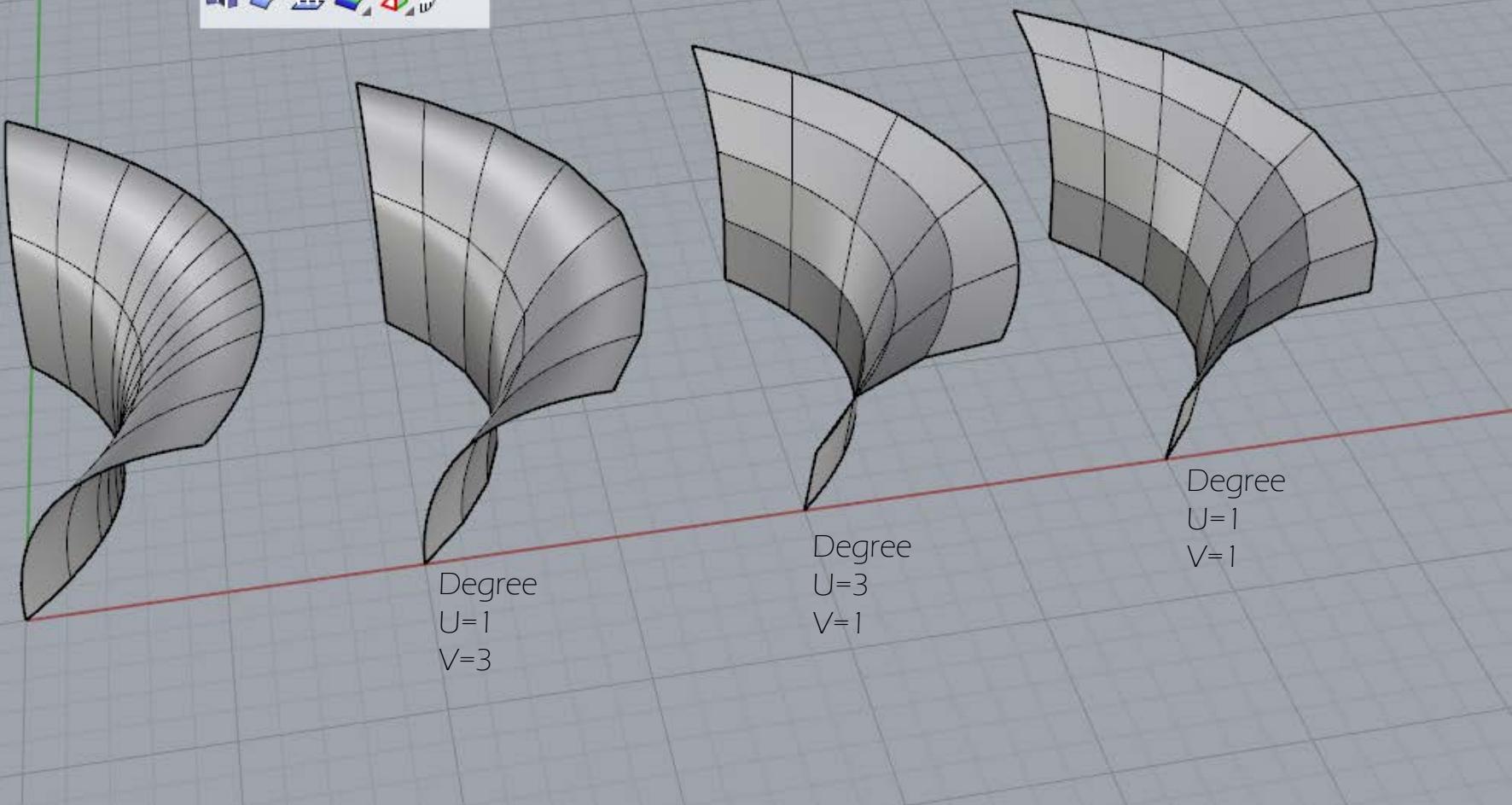


Trim/Split/Untrim(Border_Hole)/ShrinkTrim

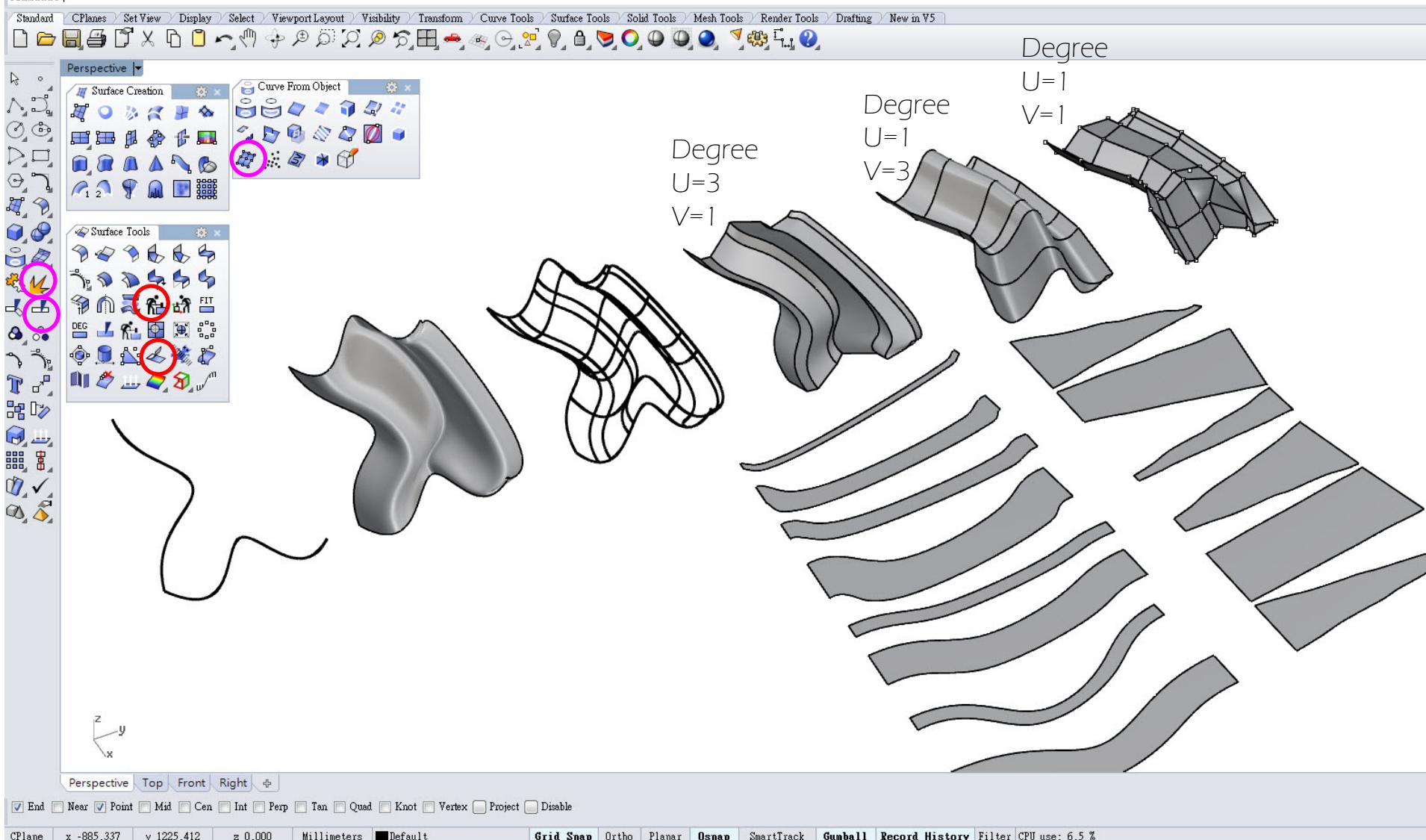


Rebuild Surface

Perspective ▾



```
1 point added to selection.  
Command: Hide  
1 point added to selection.  
Command: Hide  
Command: |
```



Rationalize developed surface

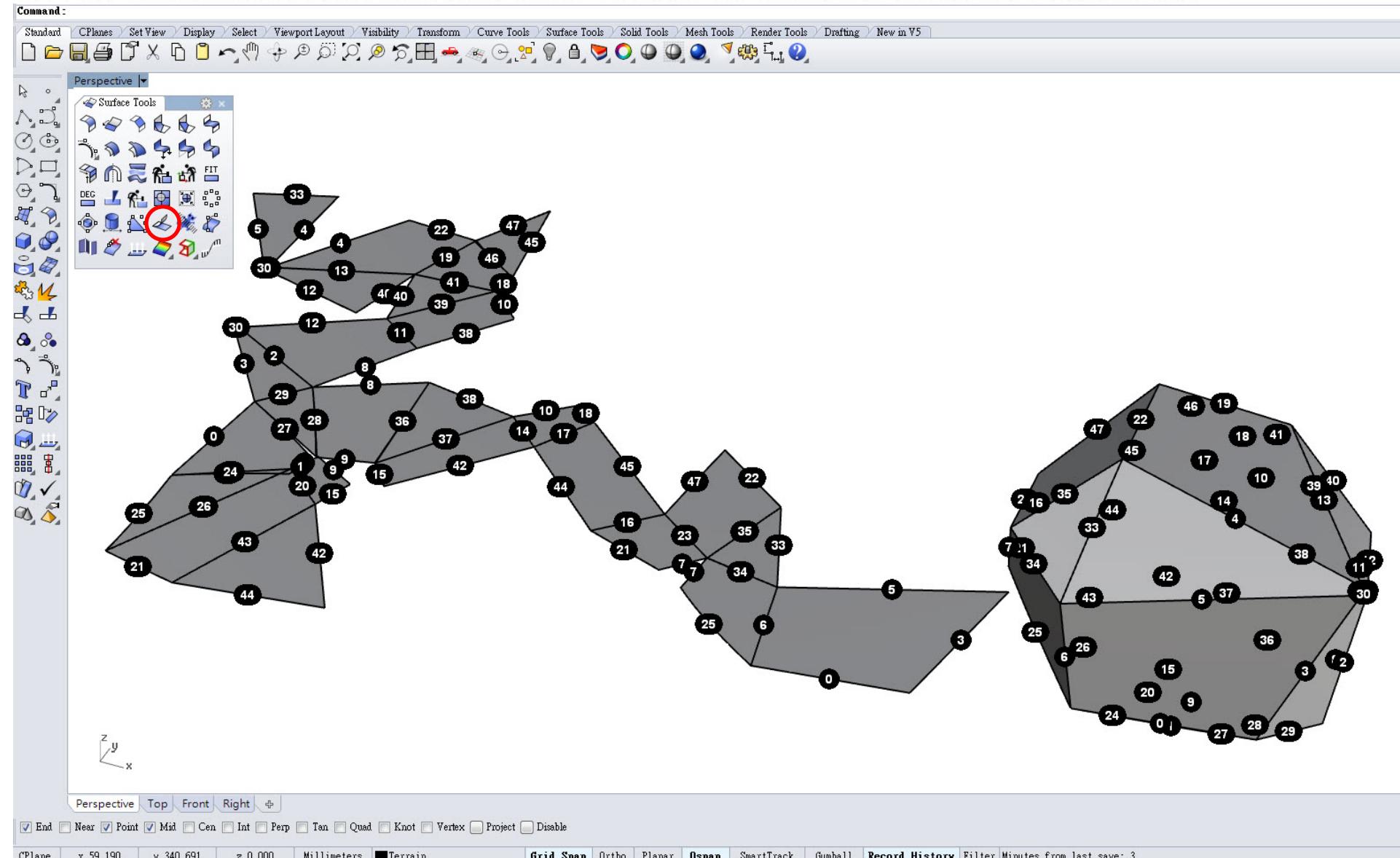
Command: UnrollSrf

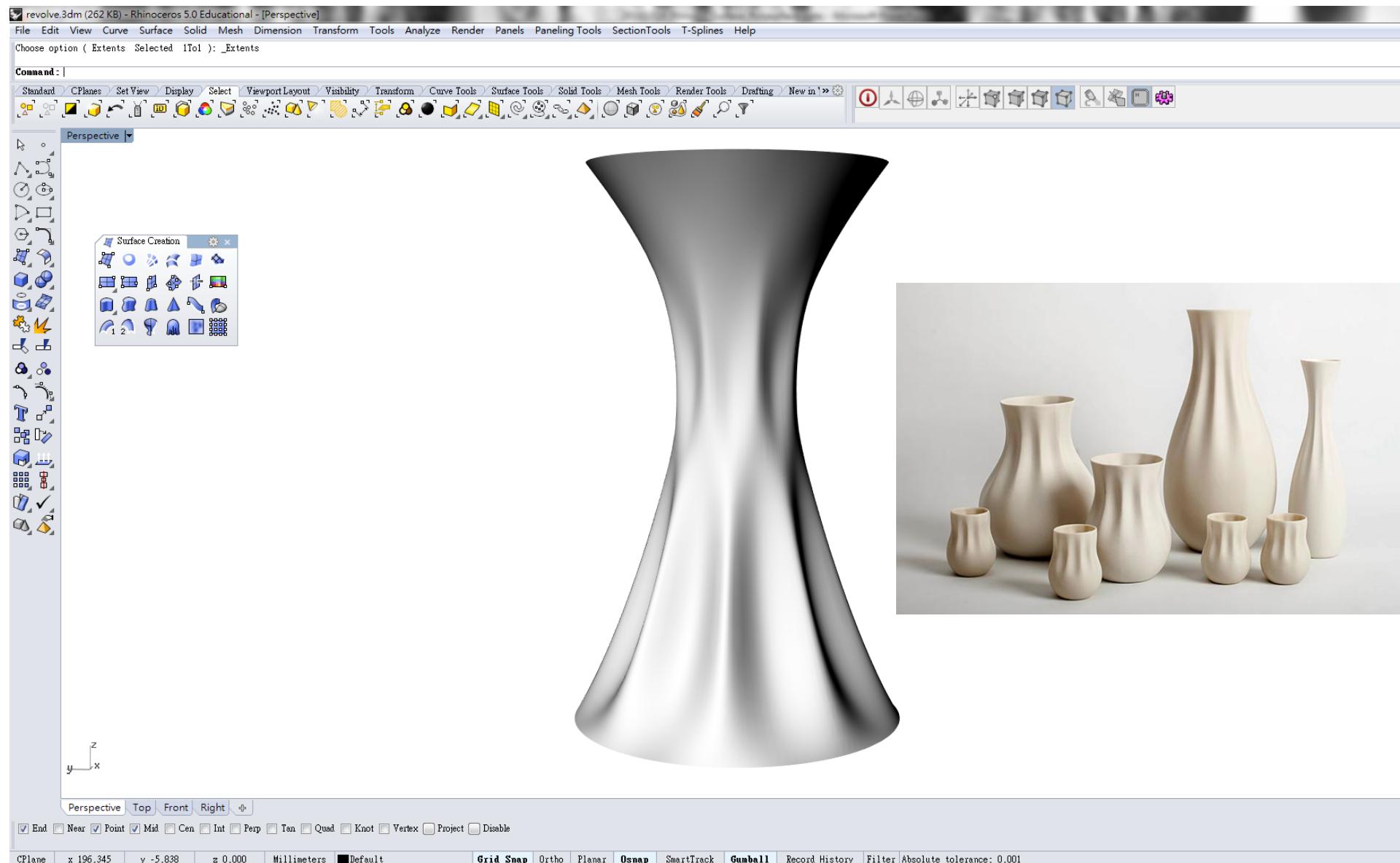
炸開

標籤

保持屬性

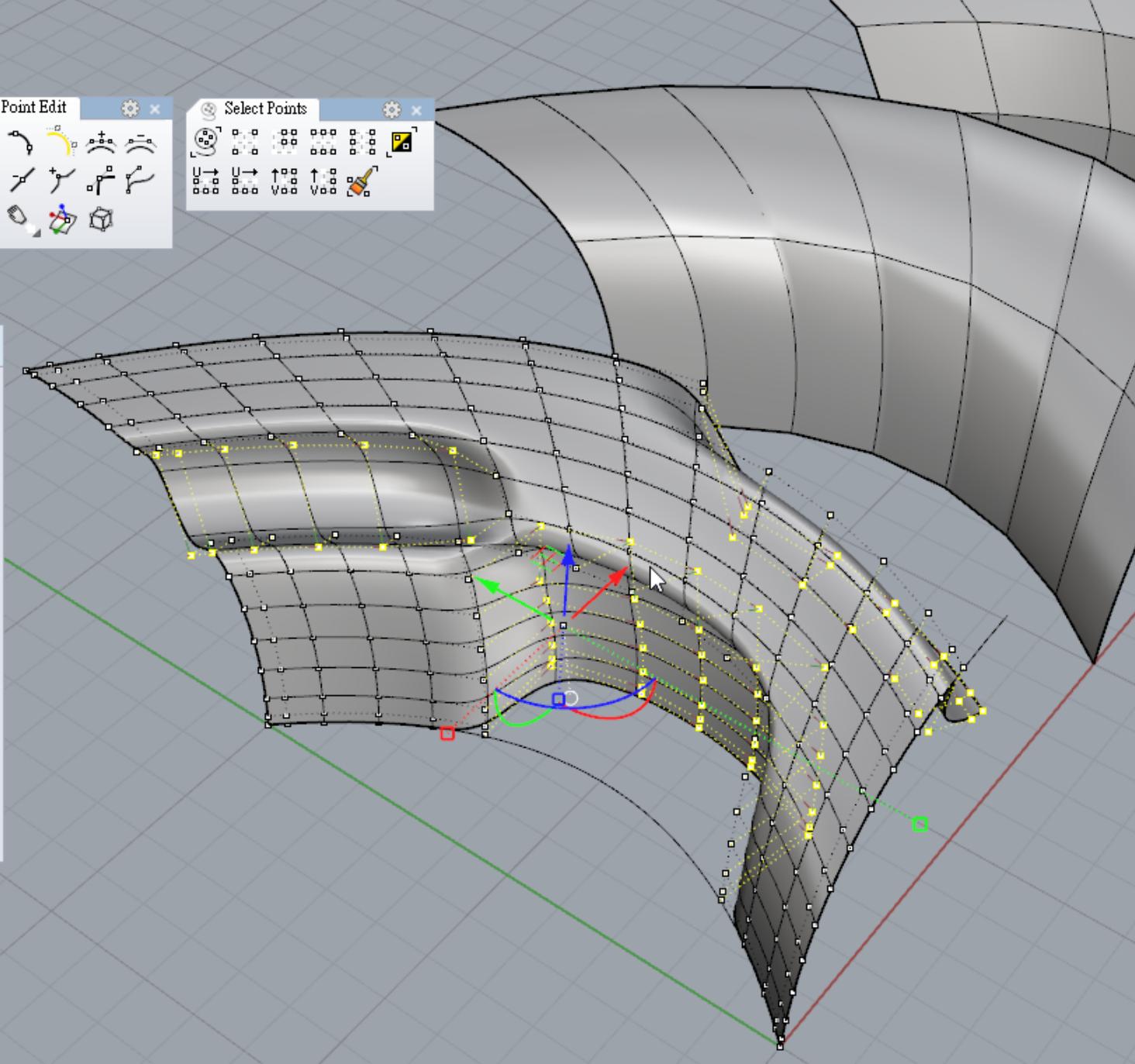
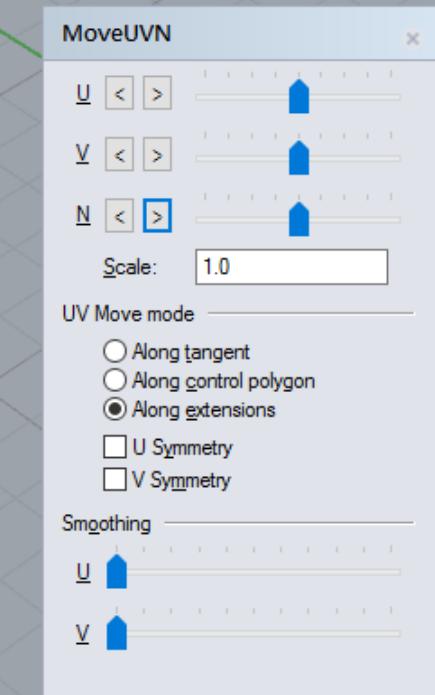
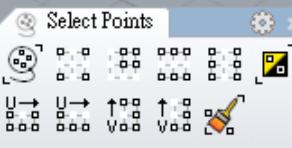
Select surface or polysurface to unroll (Explode=Yes Labels=No KeepProperties=No RelativeTolerance=0.01):



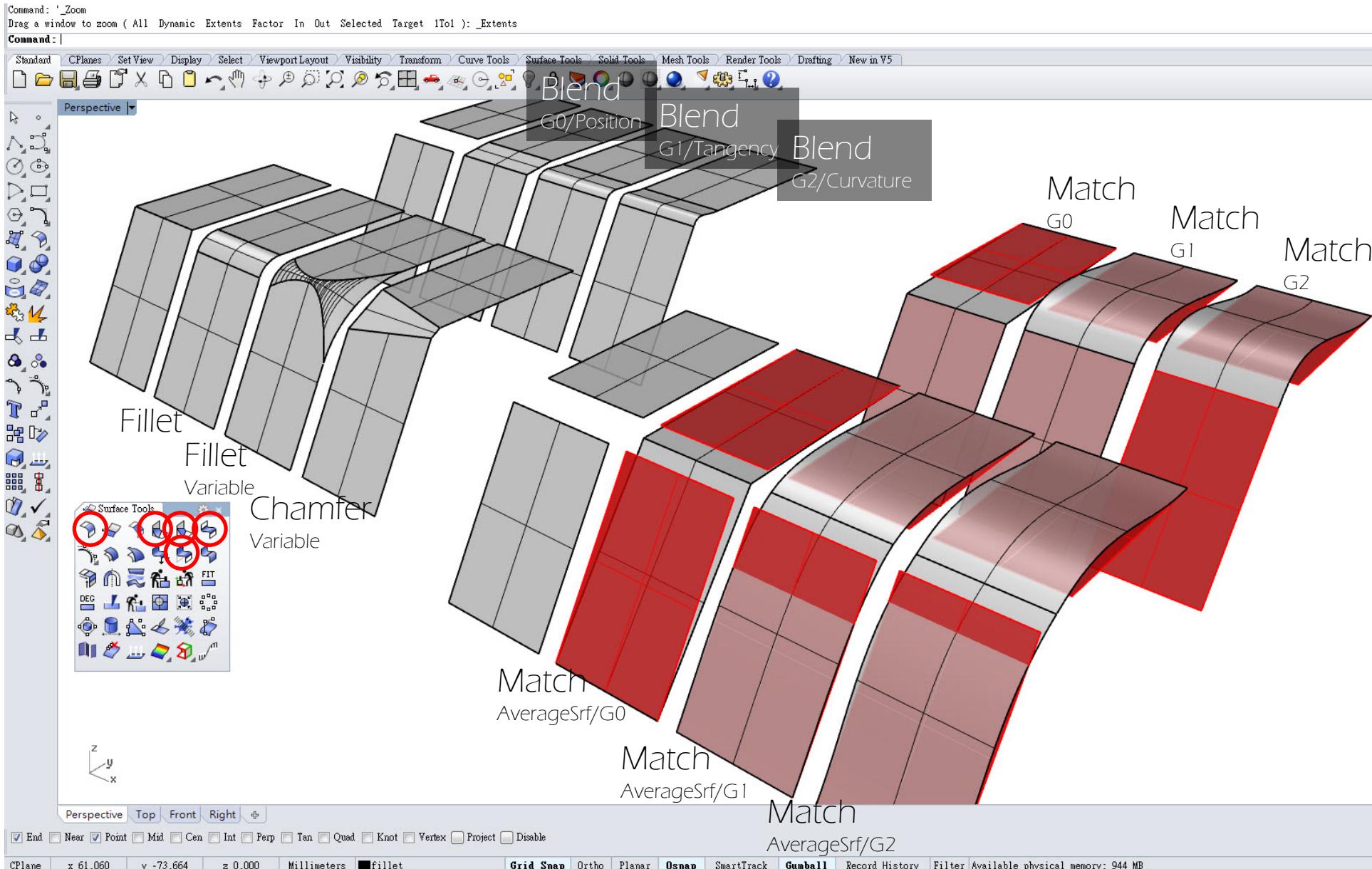


Revolve + Control Points On

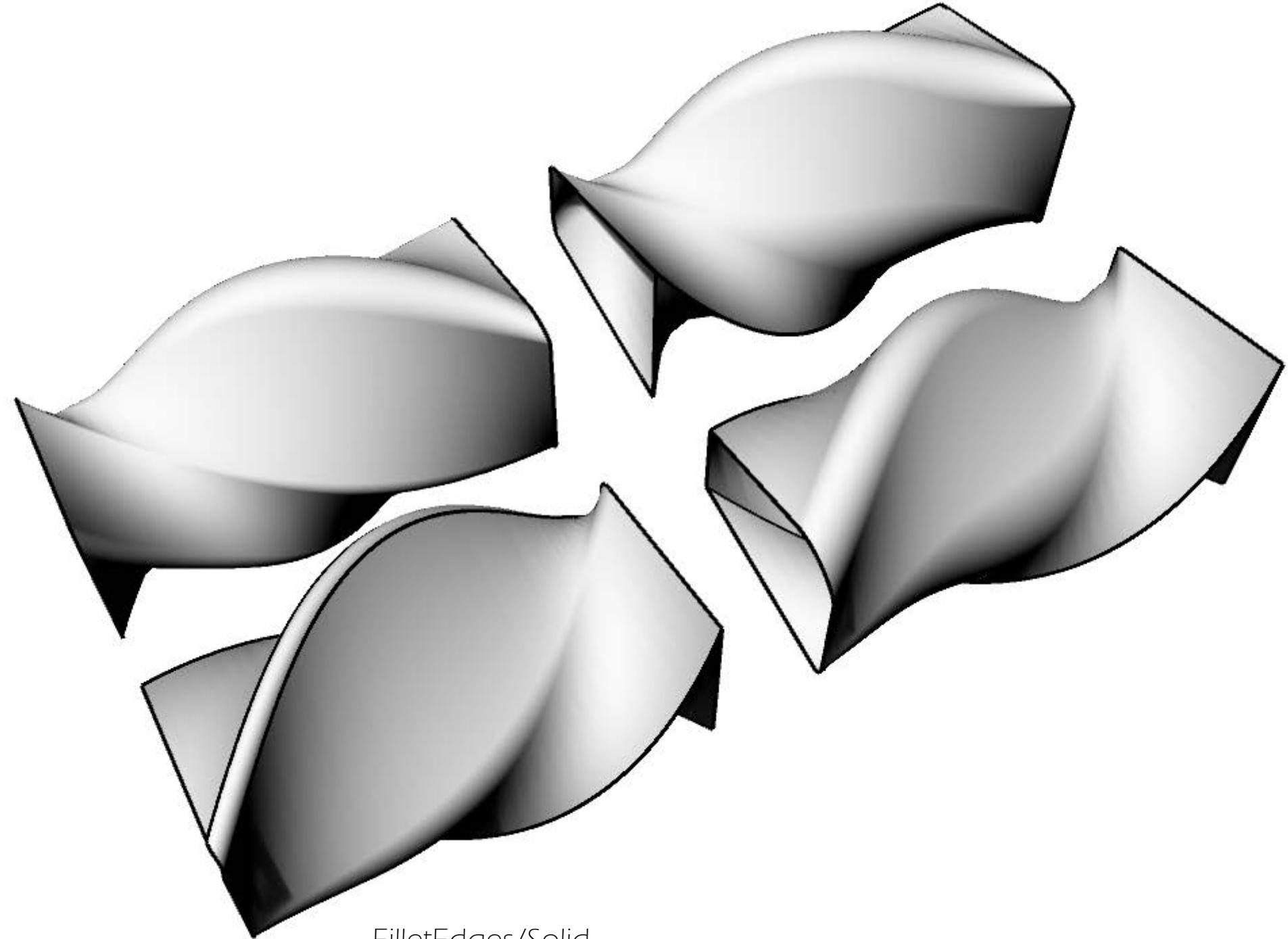
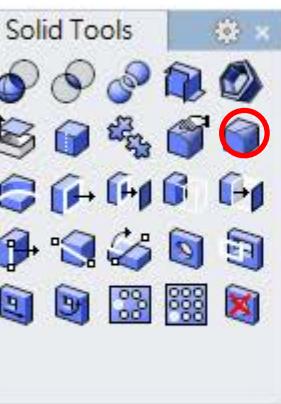
Perspective ▾



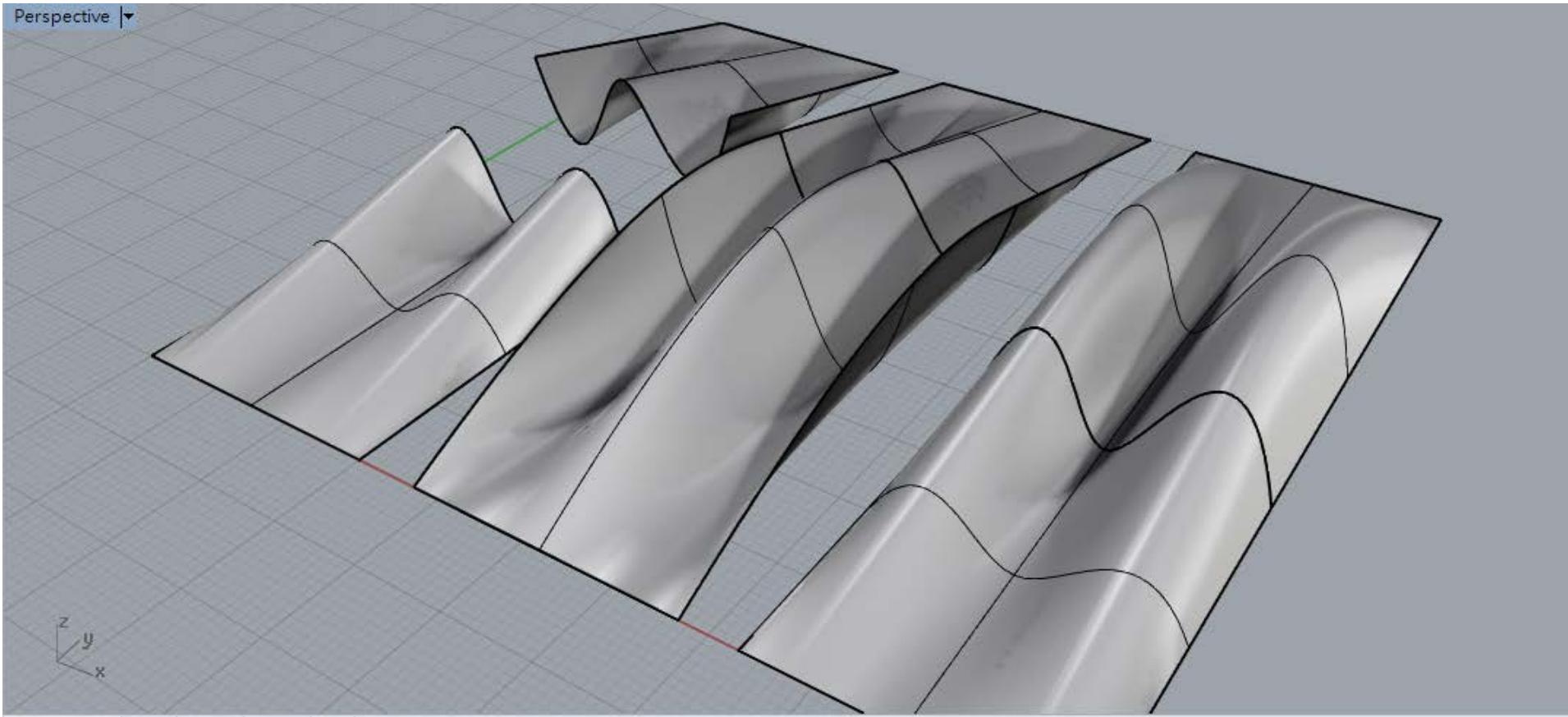
MoveUVN



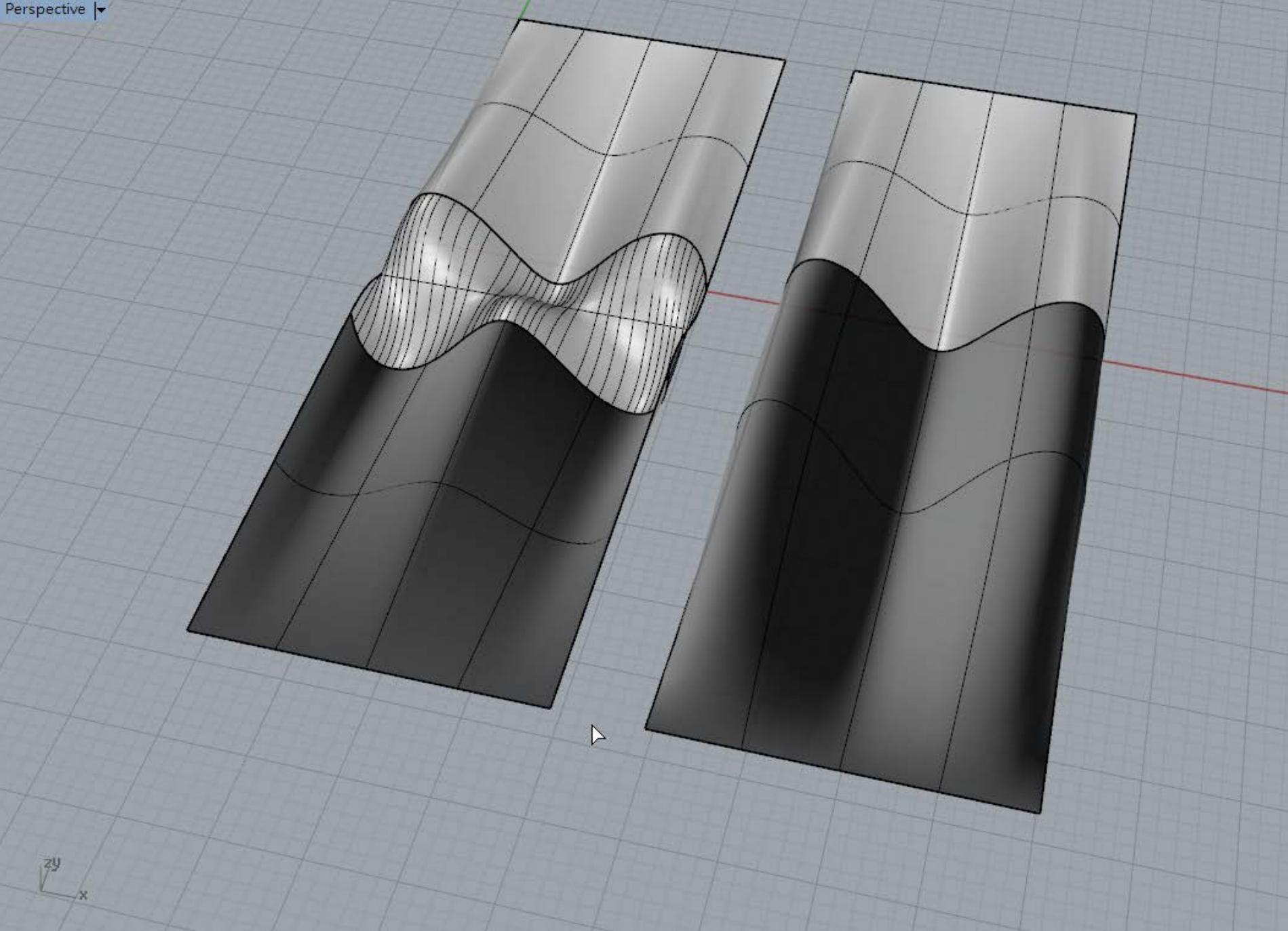
Fillet/Chamfer/Blend/Match



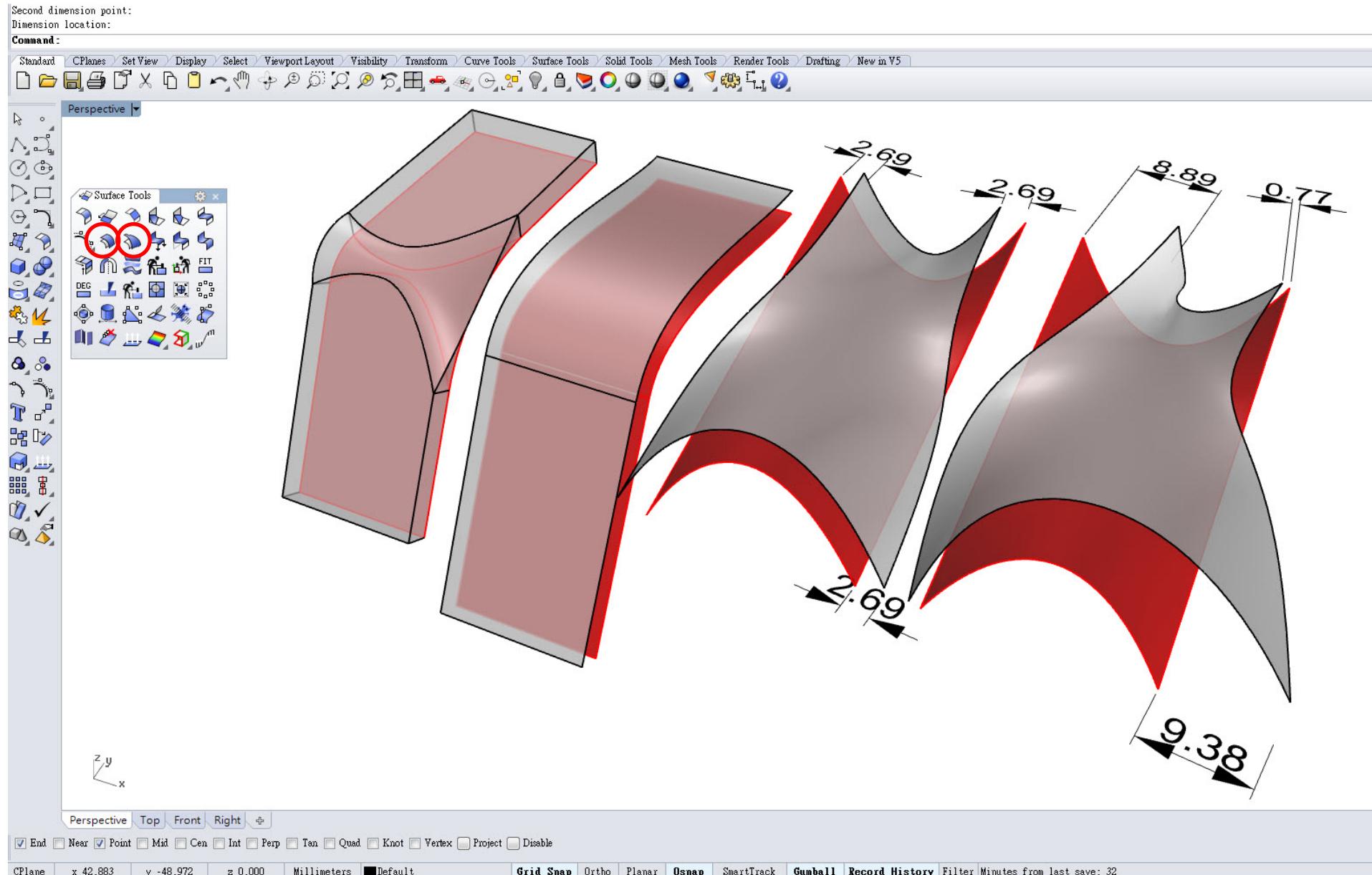
FilletEdges/Solid



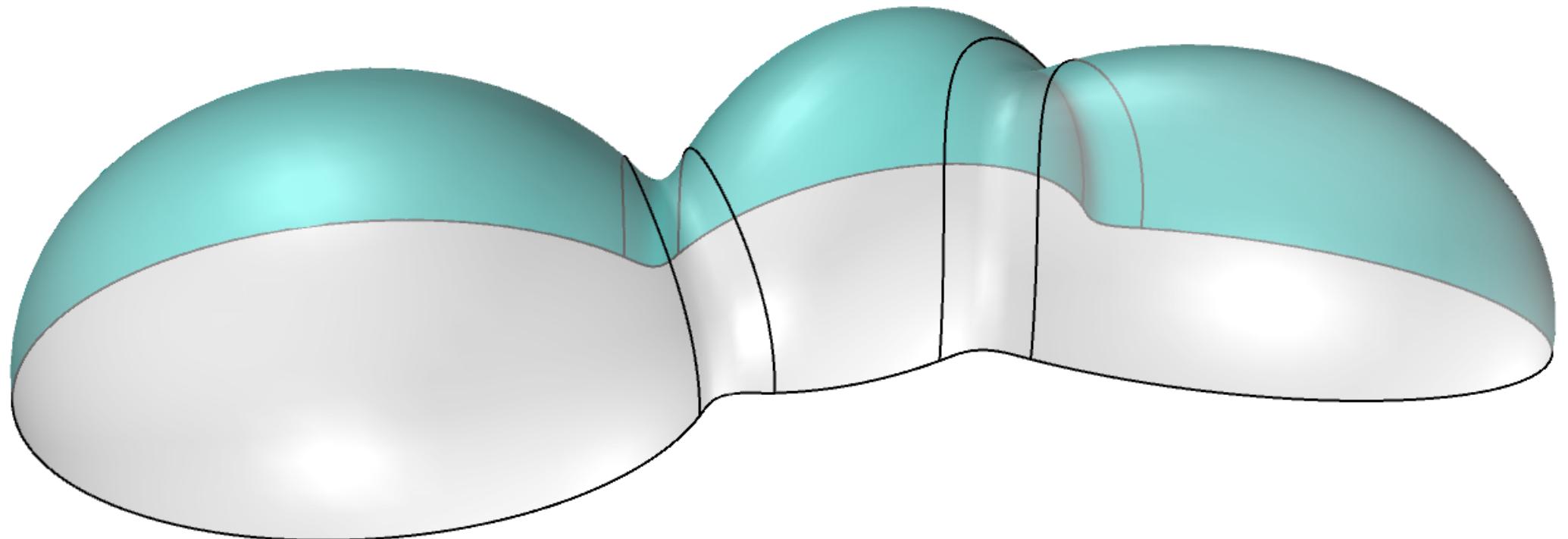
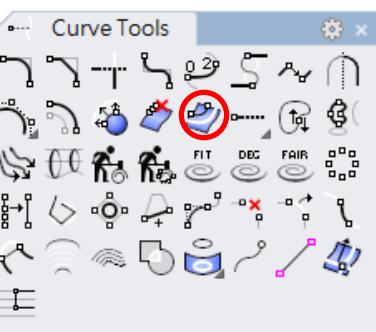
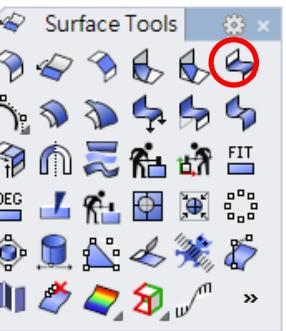
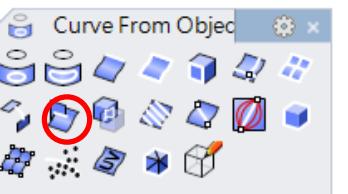
MatchSurface



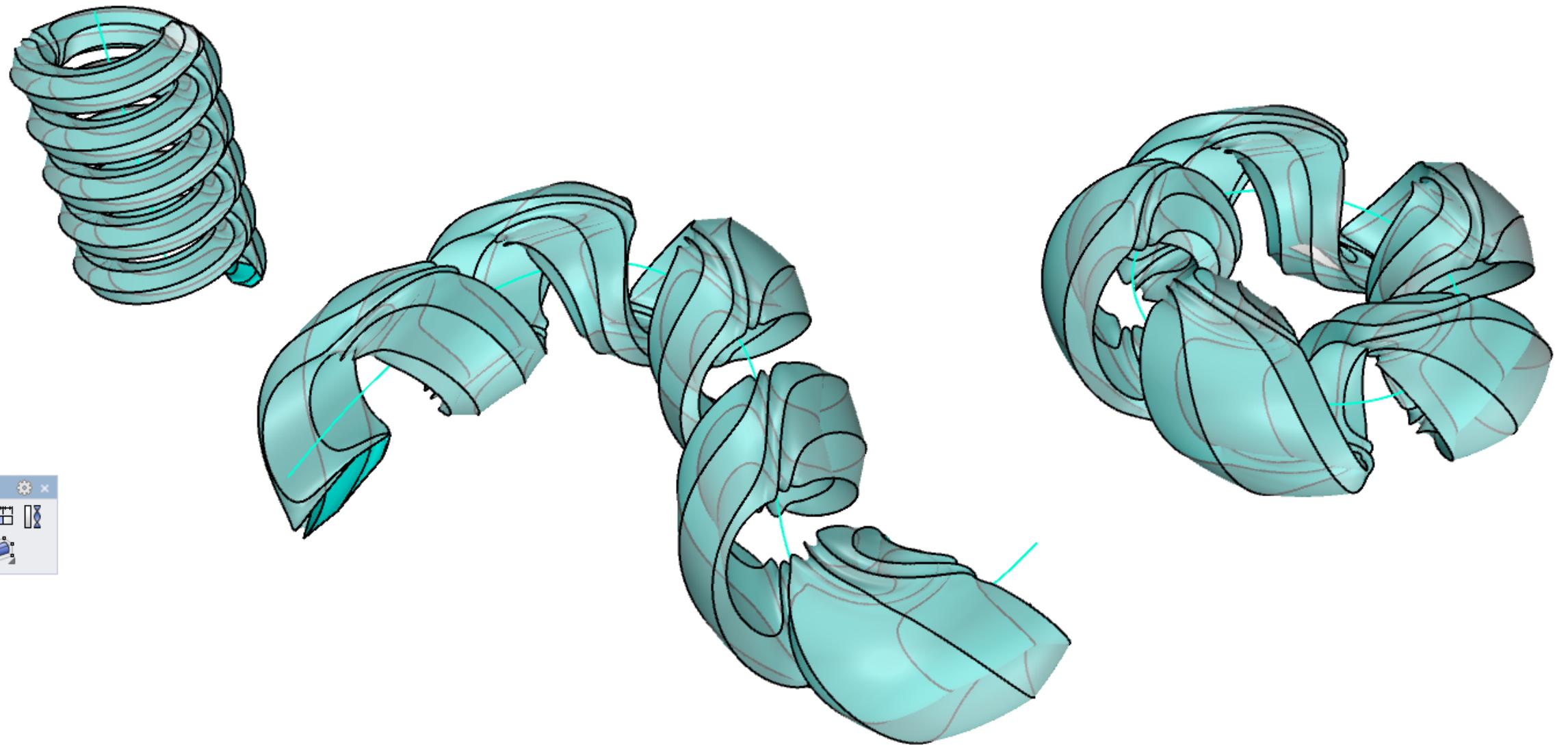
BlendSurface / MatchSurface



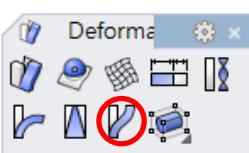
OffsetSurface

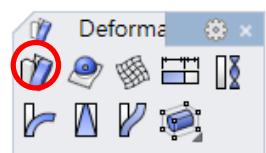
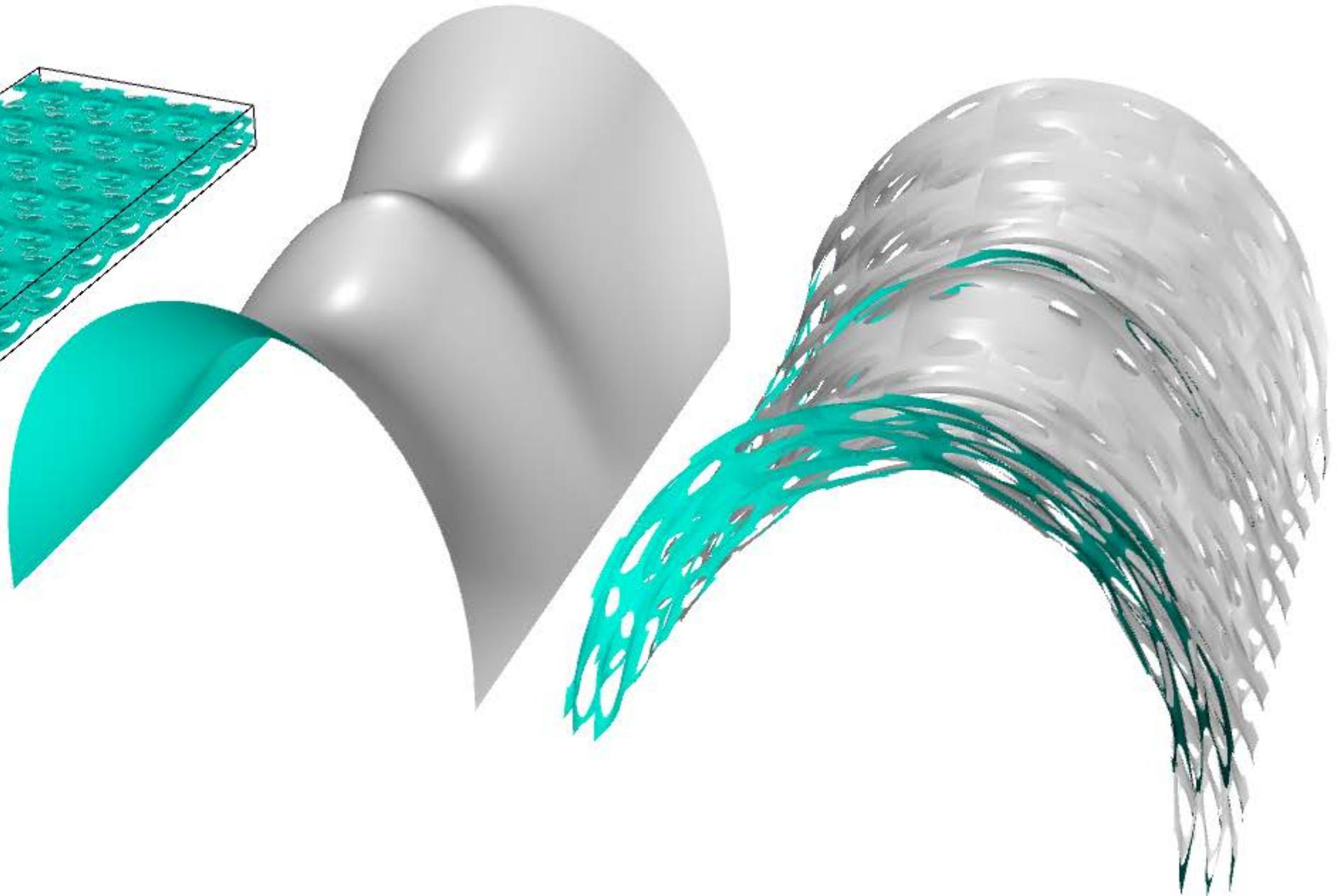
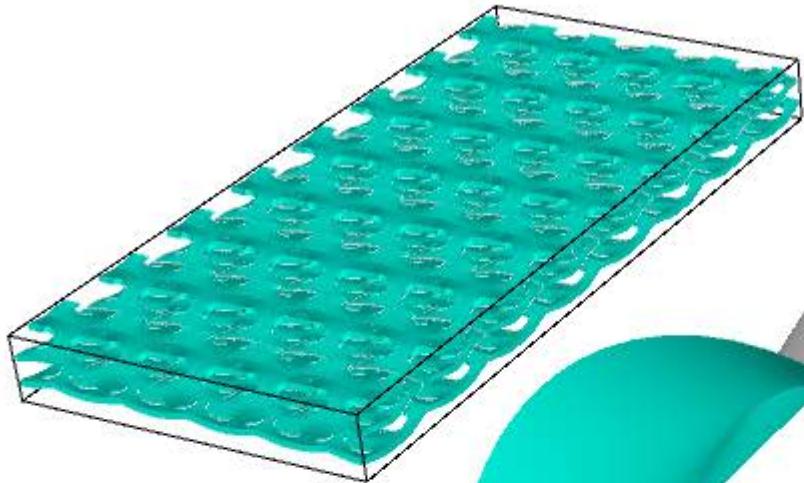


ObjectIntersection/OffsetCrvOnSrf/Trim/Blend Surface



FlowAlongCurve





FlowAlongSrf