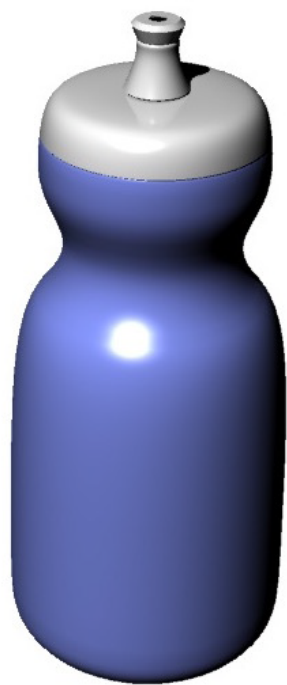


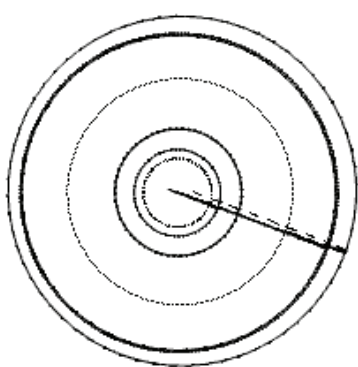
RHINO AND RHINO RENDERING

Lisa Myszkowski // Assignment 1

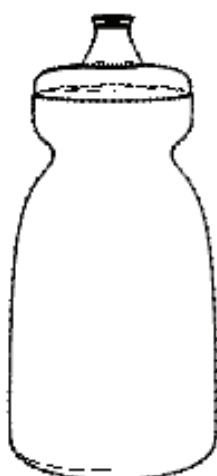
REUSABLE WATER BOTTLE



I started by drawing the outline of half a waterbottle with the control point curve tool

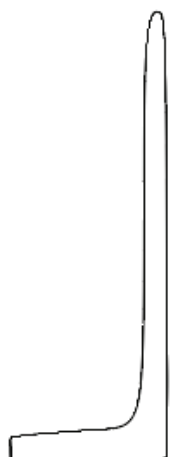


I then used the revolve tool and typed in 360 to create a full water bottle

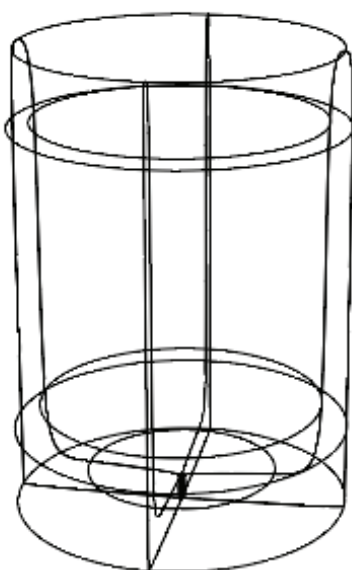


Once I completed the water bottle, I added materials and color to it to make it more realistic

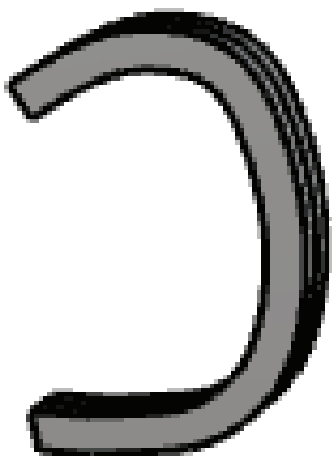
MUG



To begin, I used an outline of half a mug if it were to be section cut, to show an opening in the mug

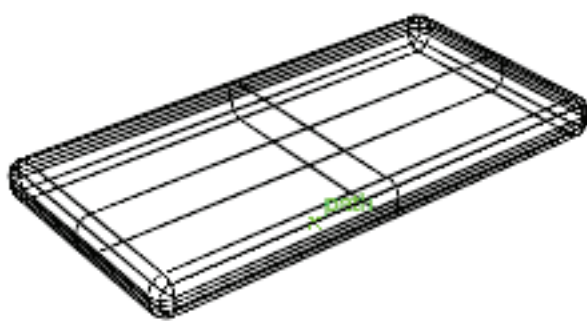


I revolved the mug 360 degrees to make it complete and closed

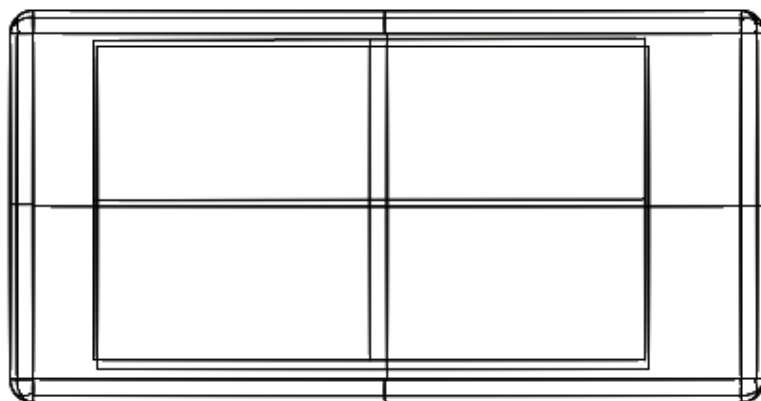


I added a handle by using the control point curve tool and extruding it

IPHONE



To create an iPhone 5, I started with a basic shape that I extruded and filleted to round the edges



I added the surface on the top of the phone to act as the phone's screen



I created shapes for the camera and the home button by using the circle tool and planar surfaces

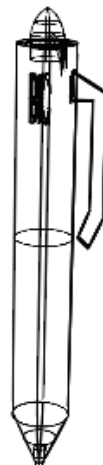
BIC PEN



I began by drawing an outline of the side of the pen and revolving it

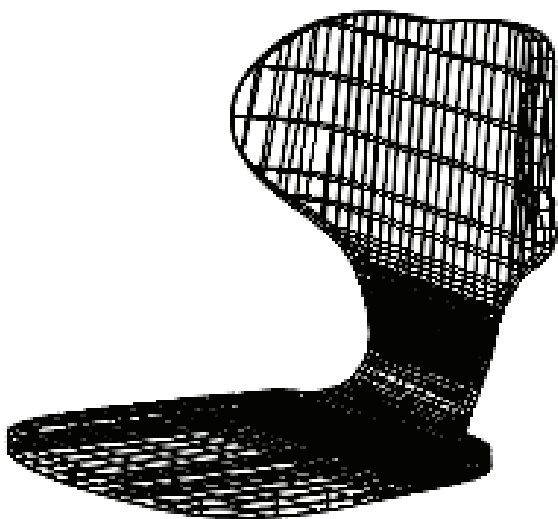


My next step was to create a pen clip by drawing it with the curved line tool and extruding it

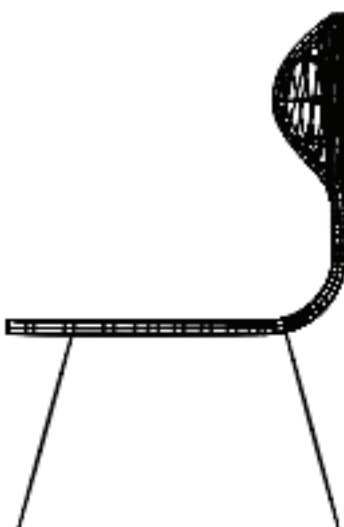


Finally, I added the maker of the pen, BIC, in text to the top of the pen by using the flow along surface tool

BENT PLYWOOD CHAIR



I created a basic shape for the chair and used the bend tool to bring the back up to 90 degrees from the floor

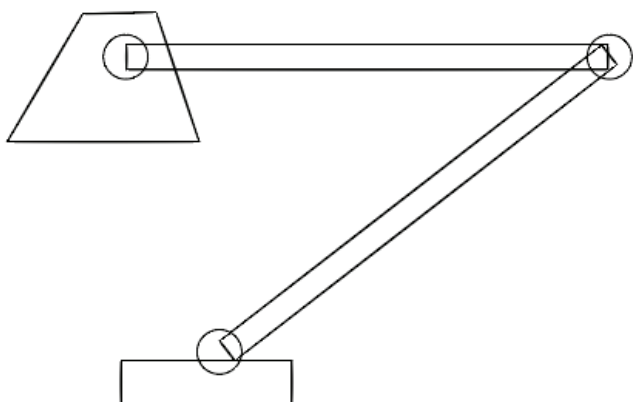
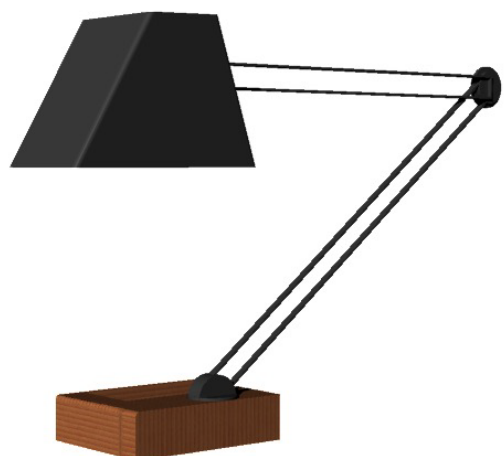


I created a base for the chair by using the line tool and rotating the outer chair legs in slightly

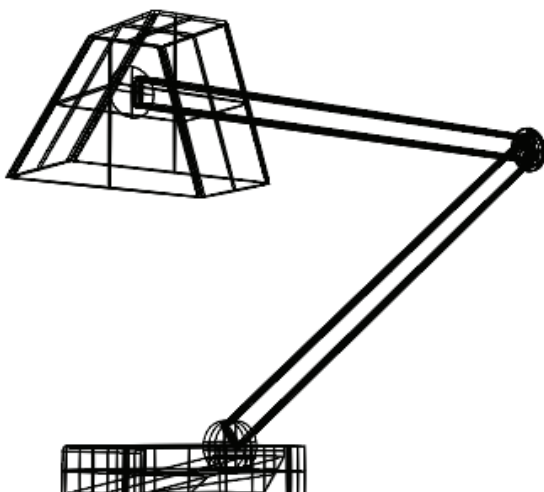


I finished by using the pipe tool to create a thicker, sturdier base for the chair

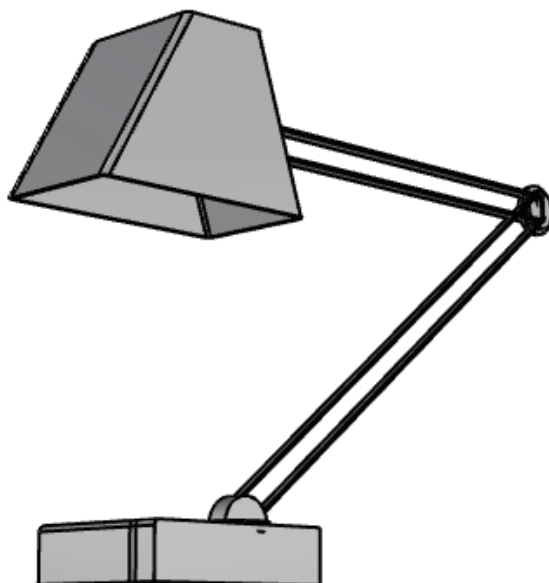
EXTENDABLE DESK LAMP



To create a lamp, I brought in an image of the side view of a lamp and traced it with the curve tool



I extruded each piece and shelled the inside of the lamp shade. I then created a ramped shelf on the base by only extruding one side of a rectangular shaped surface



Finally, I shelled the neck of the lamp and added a swivel pad on the base for the lamp to move 360 degrees