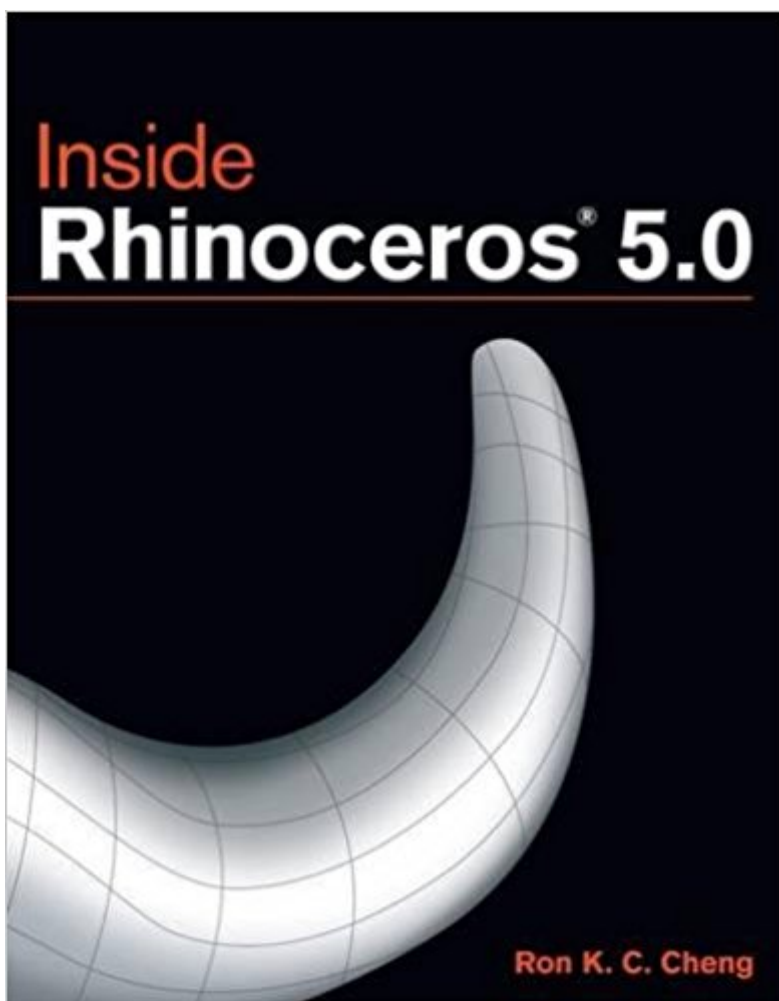


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Inside Rhinoceros 5



Synopsis

INSIDE RHINOCEROS 5, is the ideal introduction to using the latest version of Rhino. This well-designed book bridges the gap between theoretical and software-oriented approaches to computer modeling by providing a balanced presentation of theory, concepts, and hands-on tutorials. It begins with an overview of the Rhinoceros 5 interface and progresses to explore wireframe models and the construction of curves. This book contains an in-depth examination of surface modeling, taking readers step-by-step through surfaces construction using Rhino and discusses in detail solid modeling methods, rendering, engineering drawing, and outputting to various file formats. INSIDE RHINOCEROS 5, concludes with a set of projects aimed at allowing readers to apply Rhino in real world design situations.

Features and Benefits

Contains fundamental, easy to understand information on using the computer to model 3D objects that forms the basis for relating Rhinoceros 4 with upstream and downstream operations. Gives special emphasis to understanding theoretical issues on NURBS (non-uniform rational B-splines) curves and surfaces as well as practical issues on the use of Rhinoceros5 to construct and design free-form models. Contains a logical progression of topics that lets your students grasp the top-down critical thinking process in decomposing a holistic design into surfaces and then to defining curves, as well as the bottom-up construction process in making the curves, the surfaces, and then the model. Outlines modeling methods over the course of several chapters, letting your novice students advance gradually to more difficult tasks while enabling your more advanced students to go straight to more complex techniques.

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Book Information

Paperback: 656 pages

Publisher: Delmar Cengage Learning; 4 edition (July 15, 2014)

Language: English

ISBN-10: 1111124914

ISBN-13: 978-1111124915

Product Dimensions: 1 x 8.5 x 11 inches

Shipping Weight: 2.9 pounds (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 stars 8 customer reviews

Best Sellers Rank: #515,526 in Books (See Top 100 in Books) #194 in Books > Engineering & Transportation > Engineering > Mechanical > Drafting & Mechanical Drawing #282 in Books > Computers & Technology > Databases & Big Data > Data Modeling & Design #327 in Books > Textbooks > Engineering > Industrial Engineering

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Ron K.C. Cheng is head of the Engineering Design and Appreciation Unit of the Industrial Centre of The Hong Kong Polytechnic University and has over thirty years of experience in the area of teaching and practical training. He is responsible for the centre's computer aided design, automobile engineering, and integrative project training. For the past ten years Mr. Cheng has designed and initiated the integrative project training programs which are now widely implemented in the centre's undergraduate and graduate practical training programs. His area of specialization is the application of various computer aided design tools, including finite element analysis tools and product data management tools and he is now working on several integrative automotive projects building three wheel cars as well as four wheel electric cars. In addition to teaching and training, Mr. Cheng has written nineteen books, including books on AutoCAD, Mechanical Desktop, Autodesk Inventor,

Pro/Desktop, Rhinoceros, and SmartSketch. He has also published a series of paper automata. Mr. Cheng has earned the following Degrees: ACP, LCP, Master of Science Degree and Master of Education Degree.

Excellent book, but I have always liked Mr. Cheng's "Inside" books as it pertained to Rhinoceros 3D, and at a very reasonable price in Kindle format as opposed to the physical book.

Great Book!

I originally was disappointed when I received the book. It is a very flimsy book, with a cover about the thickness of a notecard. The working files aren't as easy to get ahold of as they could be. It did take some communication with the Publisher to get the working files which happen to aid the power of the book. So, after communication with the publisher via email, you will then have access to the working files with your account at the publisher's website. So, to recap: 1. Create account on publisher's website. 2. Email publisher's customer service with your order #/proof of purchase. 3. Then when response from publisher is received you will be able to go back to the publisher's website under your account. The customer service will have enabled the working files. Then you may download them. 4. You may want to make a dust jacket since the pages and cover are similar to newspaper. Now, you can get learnin!

Good as a reference for each command, if you know which commands to use to accomplish some goal (on the other hand, the Rhino website itself has a reference that is better since it's in color--even the eTextbook is in black and white, although the text references colors that are supposed to appear in the figures. Idiot publishers.). However, if you want to start making actual things in Rhino, this book won't help you much (I say this as someone who's been modelling with SolidWorks, including via surfacing, for 5 years). The author hints at the necessity of being able to construct the curves for your surfaces, but the chapter on curves gives few useful tips on how to accomplish that. The information on dealing with the "history" feature is almost non-existent, very frustrating for someone who comes from parametric or even synchronous modelling (which is probably most people who will read the book, since parametric modelling programs are widely taught in university, but not Rhino). The first four chapters are the best--they consist of some hands-on projects for making things. Unfortunately, the projects here are pretty basic, and only one covers operations that SolidWorks can't do--if only there were, say, 8 more such chapters, covering

more advanced features, dealing with history, making your curves from scratch, etc., then the book would be worth the time to read it.

This book refers to a CD and access to online examples, neither of which I received. When I contacted the publisher, even though I am a teacher, I could not get an access code or a CD. The entire book refers to examples that the reader can work with, unfortunately, I am not entitled to them. The book is only OK, like most tech books, but the customer service is unsatisfactory.

I found the tutorials in book easily. I went to the publisher site. I put in book name for search.<http://www.cengagebrain.com/shop/search/9781111124915> Then clicked free materials and then access now, then datasets. The book is not exciting, but it does go through many features of the program. If you learn by doing, the many examples and tutorials are the way to go.

an amazing source of knowledge though set up primarily for the mid to advanced user and not an entry level book

Good book, good practice and one more 3d software to add on my skill set

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