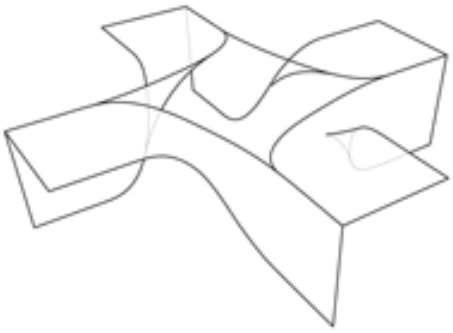
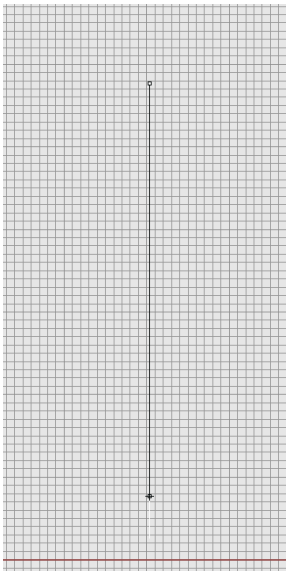


Modeling exercise
in Rhinoceros.

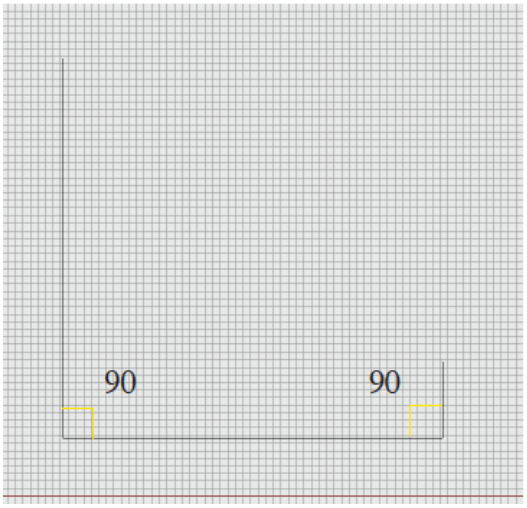
UNStudio Changing Room for Biennale in Venice 2008

1. Go to the “Top” Viewport (double click on the Viewport name).

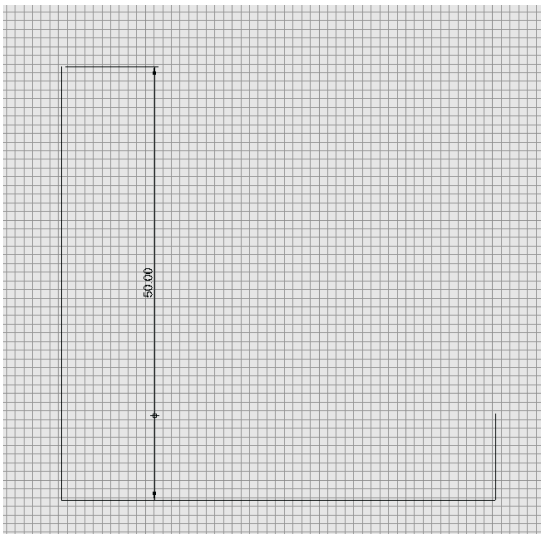
   Type Polyline in the command line, press Enter, start the polyline. Type 5 to assign the length of the first segment press Enter, hold shift, click LMB for the next point of the polyline.



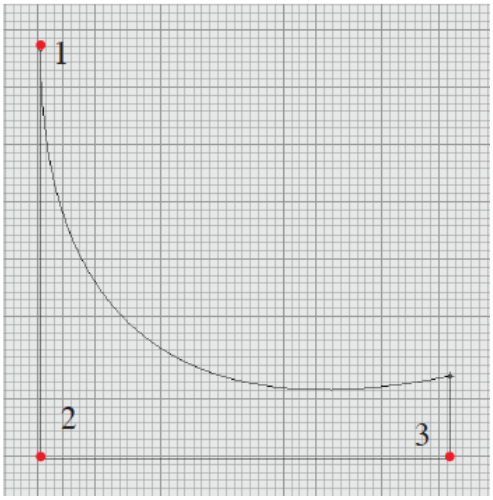
2. Type < 90 in the command line to assign the angle between first and second segments of polyline, press enter. Type 5 to assign the length of the second segment, press Enter. Do the same for the last small segment (length = 1), press RMB to finish the polyline.



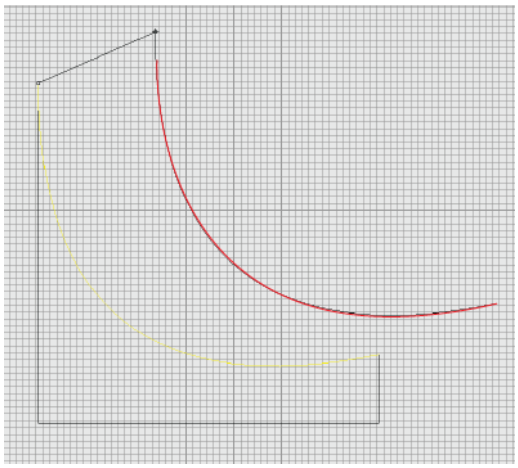
3. Type Dim in the command line and select a segment of the polyline to display its dimensions, press Enter to leave dimension or Esc to cancel the command.



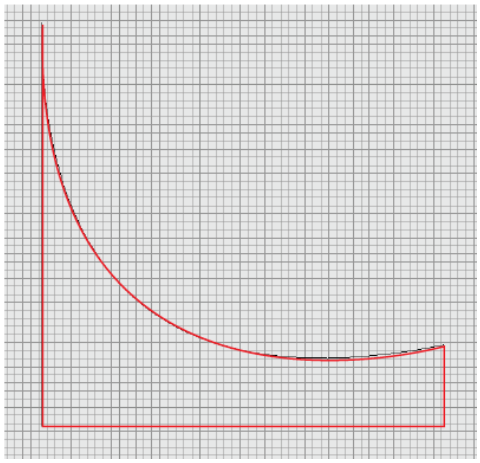
4. Type Curve in the command line, press enter, make sure Snap (End) is on (Osnap toolbar at the bottom), snap curve to the Point 1 of the polyline. In the command line you can see the additional options for the curve command, change curve Degree to 2. Click on Point 2 and finish the curve at Point 3 with the right mouse button.



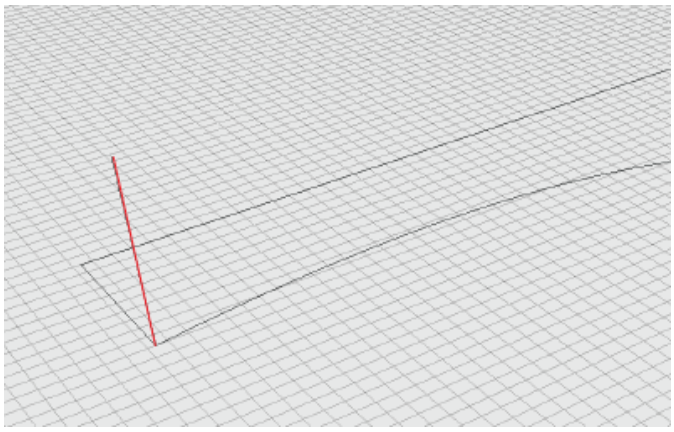
5. Type Copy in the command line, select curve and copy it to the side. Press ESC to finish copy command.



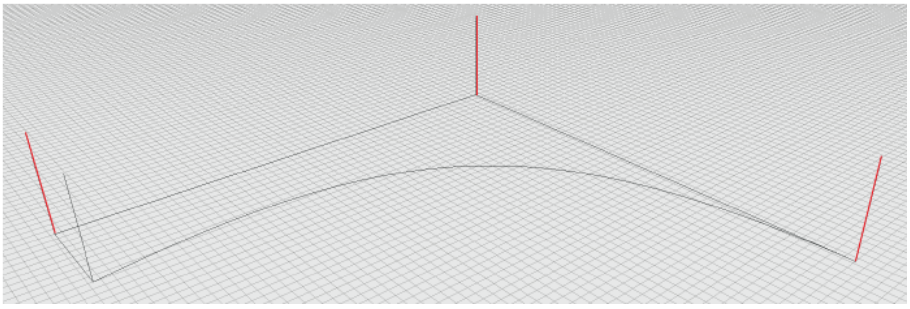
6. Select polyline and the curve and type Join in the command line to join the 2 curves.



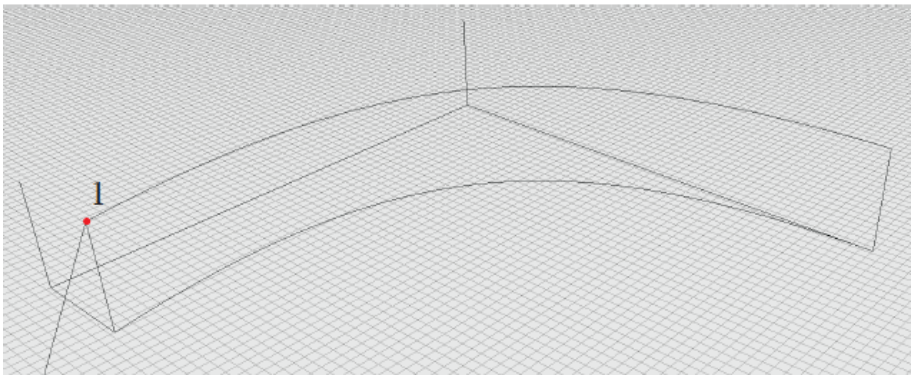
7. Switch to Perspective view. Type Line in the command line, select “Vertical” from the command options, start the line, then type 1,5 in the command line to assign the length, finish drawing the line by pressing left mouse button.



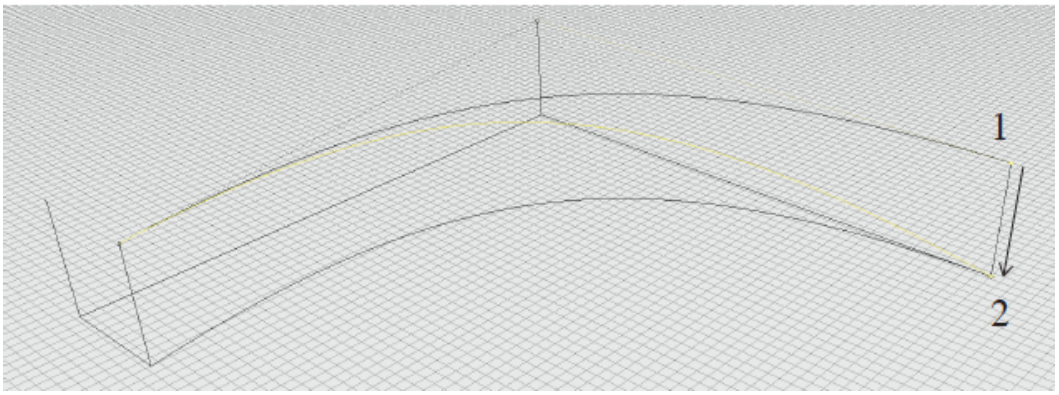
8. Type Copy in the command line, select line we just created and copy it 3 times. Press ESC to finish the Copy command.



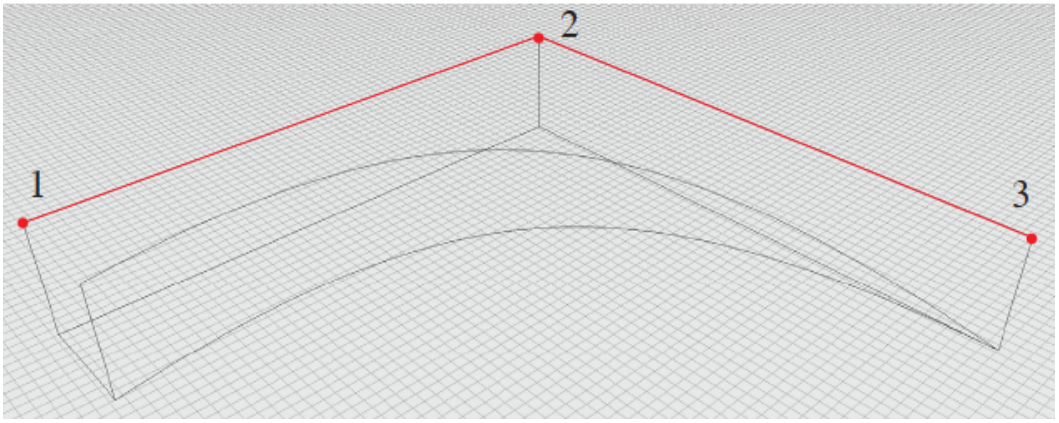
9. Make sure Snap (End) is on. Type Move in the command line and move the curve to Point 1.



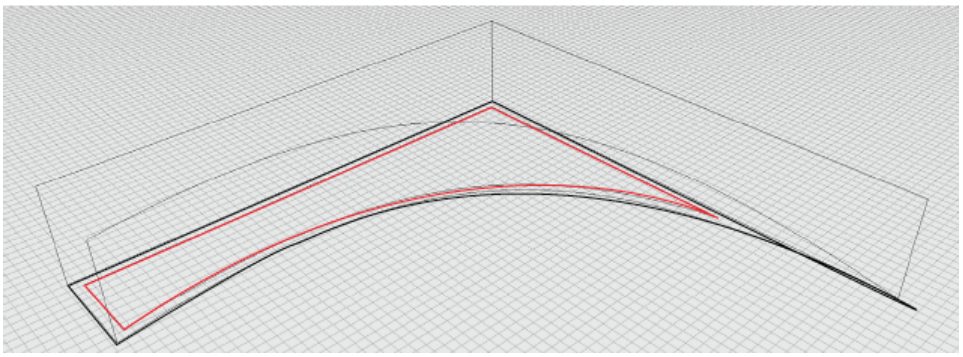
10. Select top curve and type PointsOn in the command line, press Enter or RMB. Type Move in the command line, select Vertical from the command options and drag Point 1 down to Point 2.



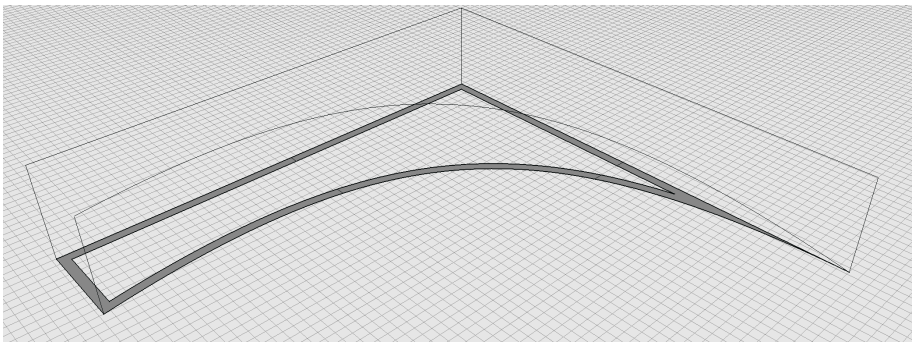
11. Type Polyline in the command line and draw polyline through points 1,2,3. Press RMB (right mouse button) to finish the polyline.



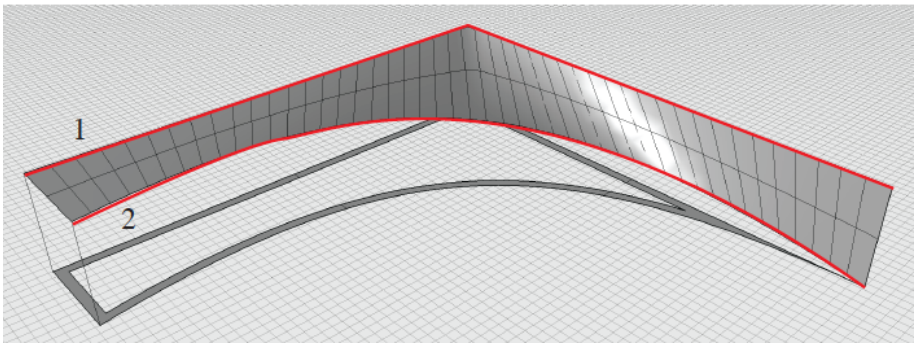
12. Select the joined polyline and type Offset in the command line, type 0.1 for offset distance and offset the curve (inwards!)



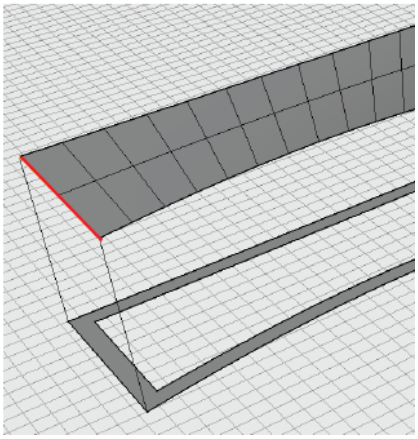
13. Select the bottom polyline and the polyline that we created by offset and type PlanarSrf in the command line to create a surface between the two curves.



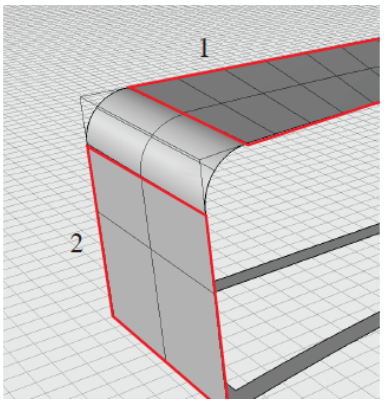
14. Select Curve 1 and Curve 2 and type Loft in the command line to create a surface between the two curves (you can increase the number of control



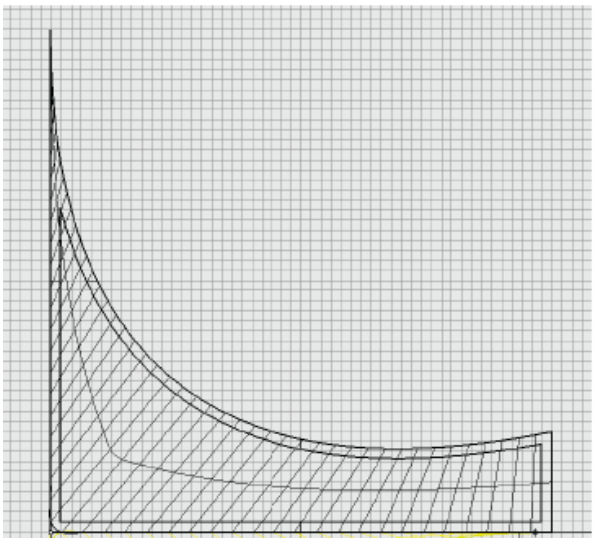
15. Type DupEdge in the command line and select the surface edge, press enter. Select the edge curve and type Extrude in the command line, drag down to create a surface.



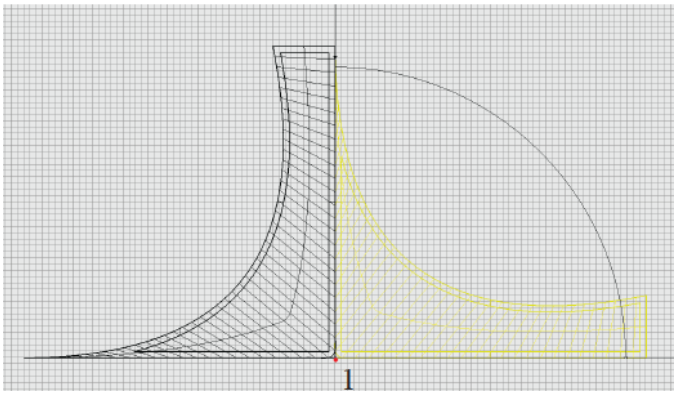
16. In the command line type FilletSrf, in the command options set fillet radius to 0,2 and select Surface 1 and Surface 2 to create a fillet between them.



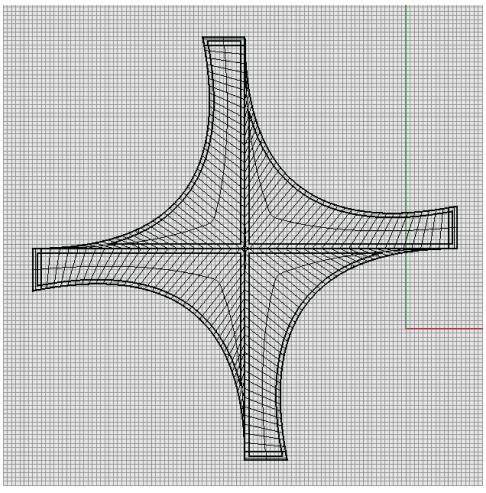
17. Switch to Top view again. Select all the parts of the model we created so far and type Group in the command line. This command will group all the elements so when we select any part of it the whole thing will get selected.



18. Select the grouped geometry and type Rotate in the command line, in the command options press Copy and select Point 1 as the rotation axis.



19. Rotate 3 times



20. UNStudio Changing Room