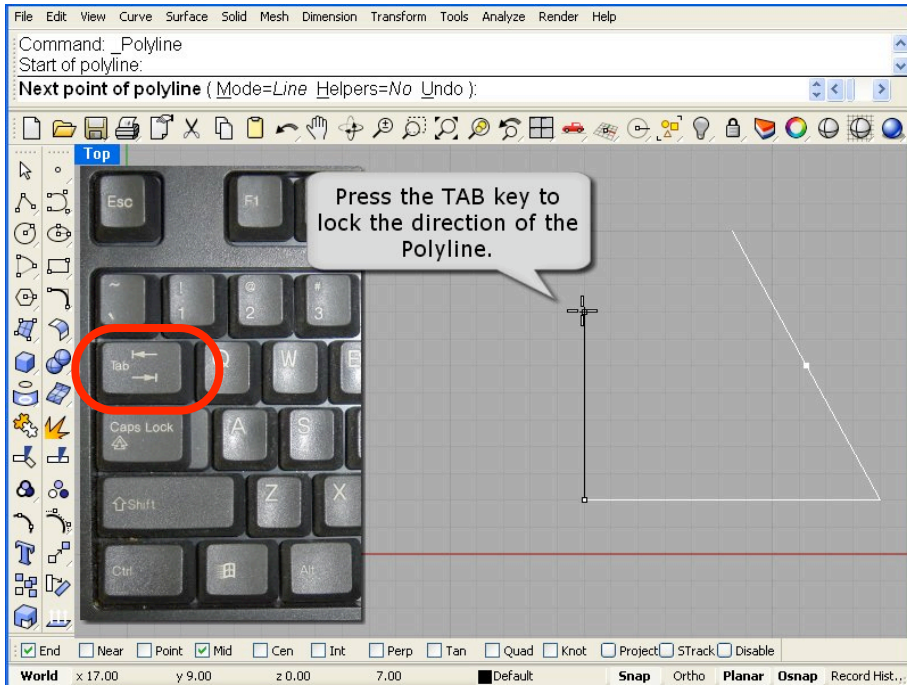




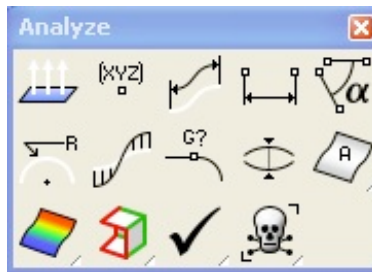
Rhino Visual Tips 4.0

Precision Modeling

Learn how to model with precision.



So far you have been drawing imprecise lines. Now you will try drawing lines in specific places. To do so, you need to know how to use coordinates. Precision is the name of the game.



Key things to remember.

Precision modeling is the key to be able to prototype your models in real life. Pay attention to the tolerance of your drawings before your start. You can change the tolerance after you start, but objects created before that change still have the old tolerance value. So, set the units and tolerance before you start to draw.

Notes: Rhino uses a fixed Cartesian coordinate system called the world coordinate system (WCS), based on three axes (the X-, Y-, and Z-axes) that define location in three dimensional space. Also, you will be able to find out many features there are from your model such as areas and volumes.

