

**Digital Obsession Workshop
Advances in Architectural Geometry
Rhino Level I - NURBS Modeling Training
Damascus, December 2010**

**Instructor: M.Arch.Aref Maksoud
MAG LAB, Syria – Spain – Italy – UK
(Materials- Advanced Architecture Generative Laboratory)**

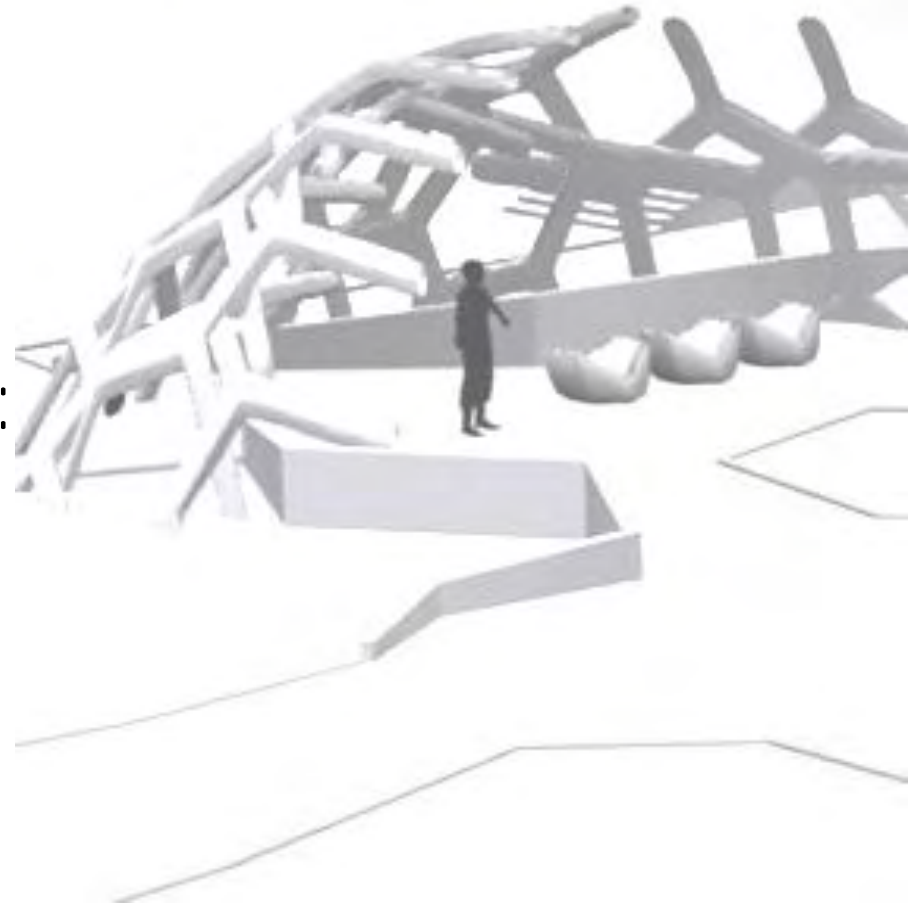


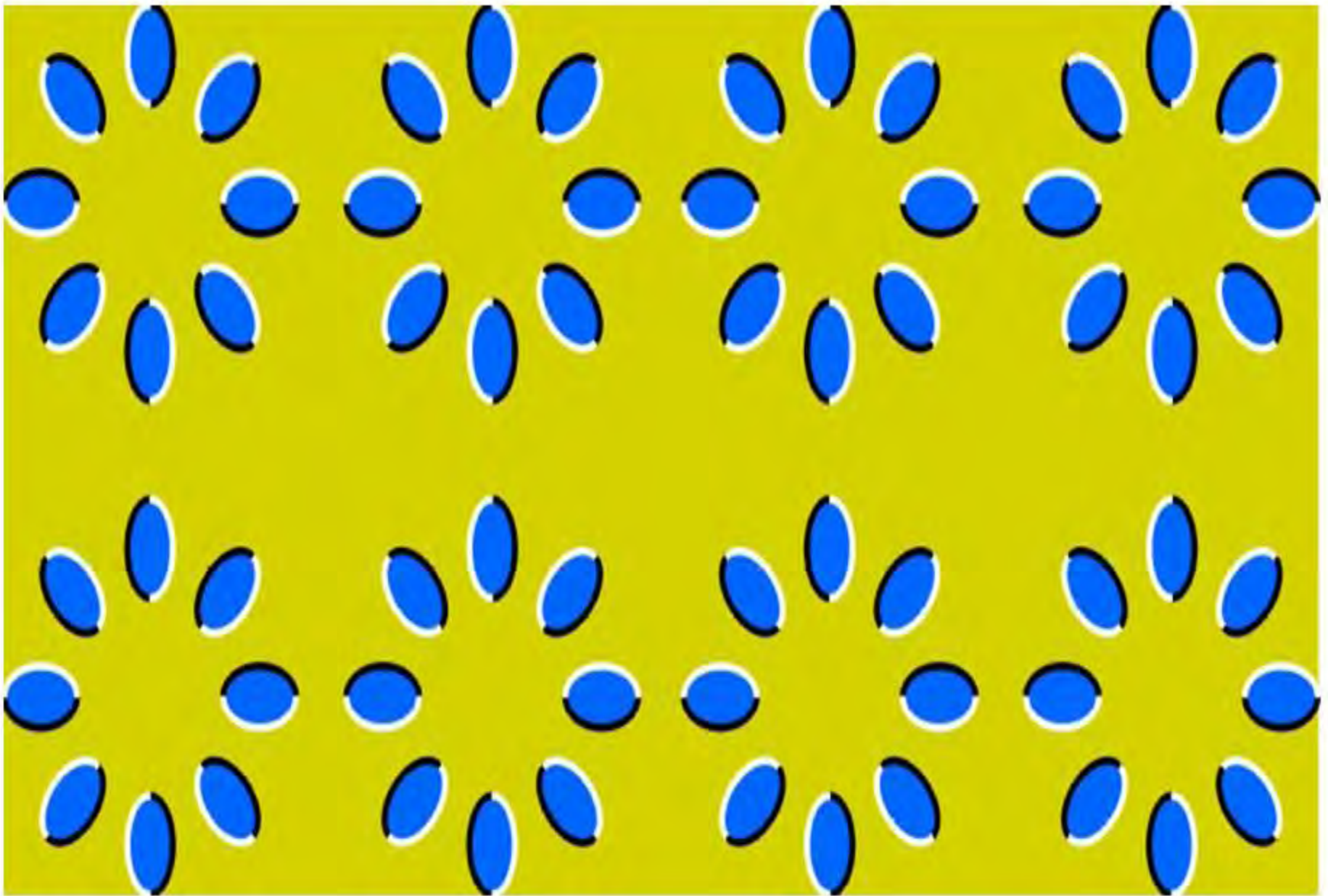
McNeel Europe and Middle East
Rhino**ceros**
NURBS modeling for Windows

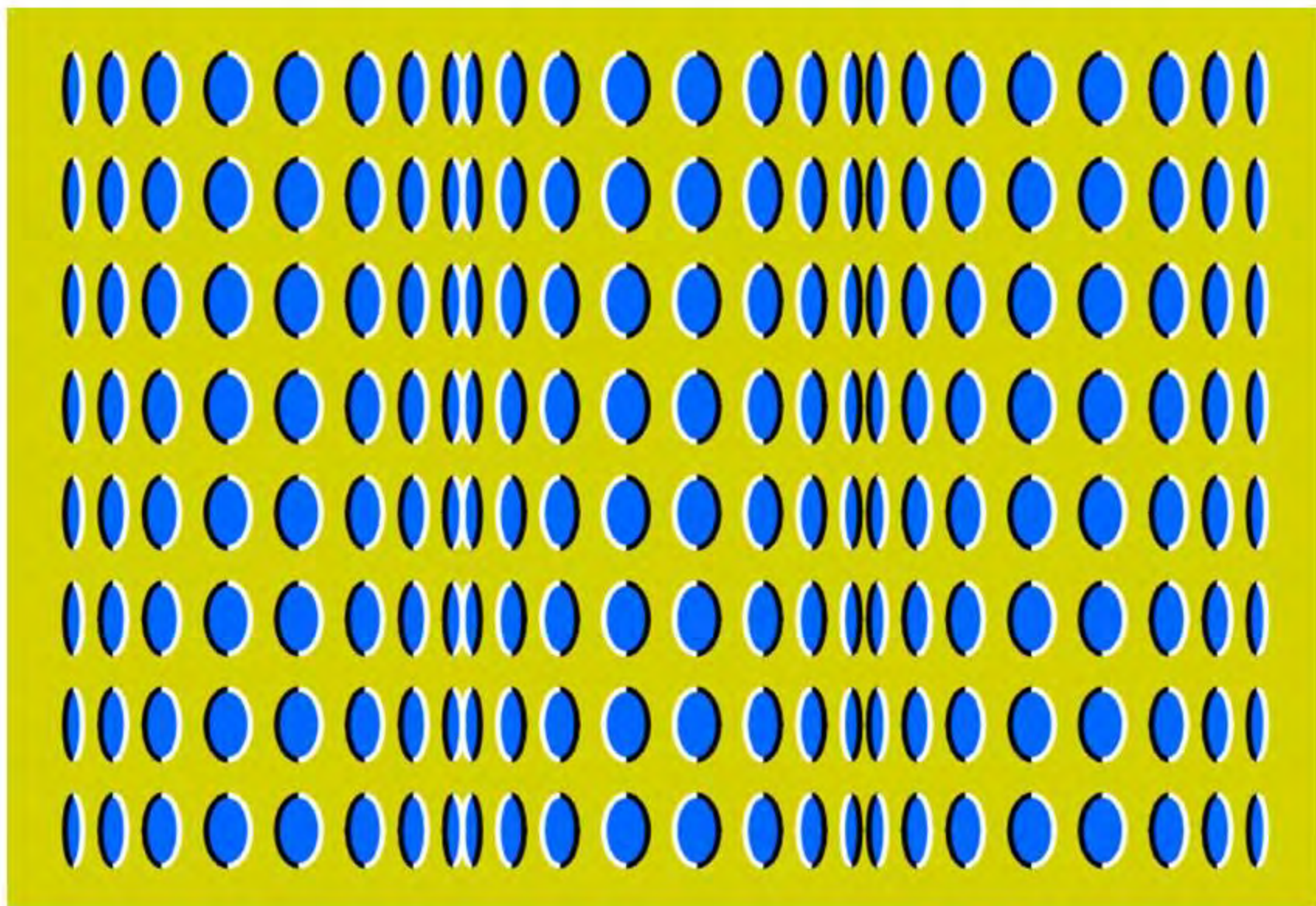
~~DELUSION~~

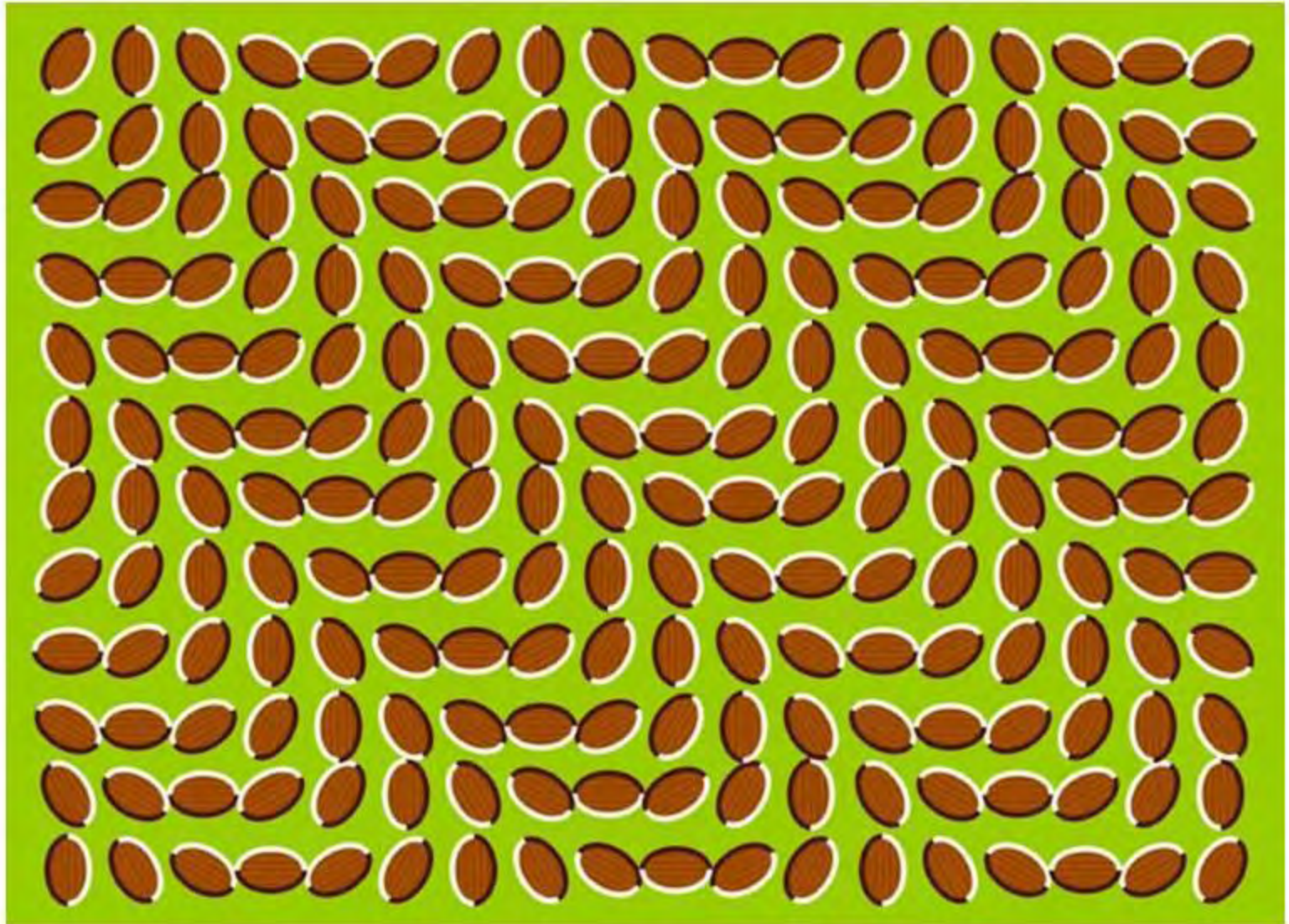
By: ALI TABIATI

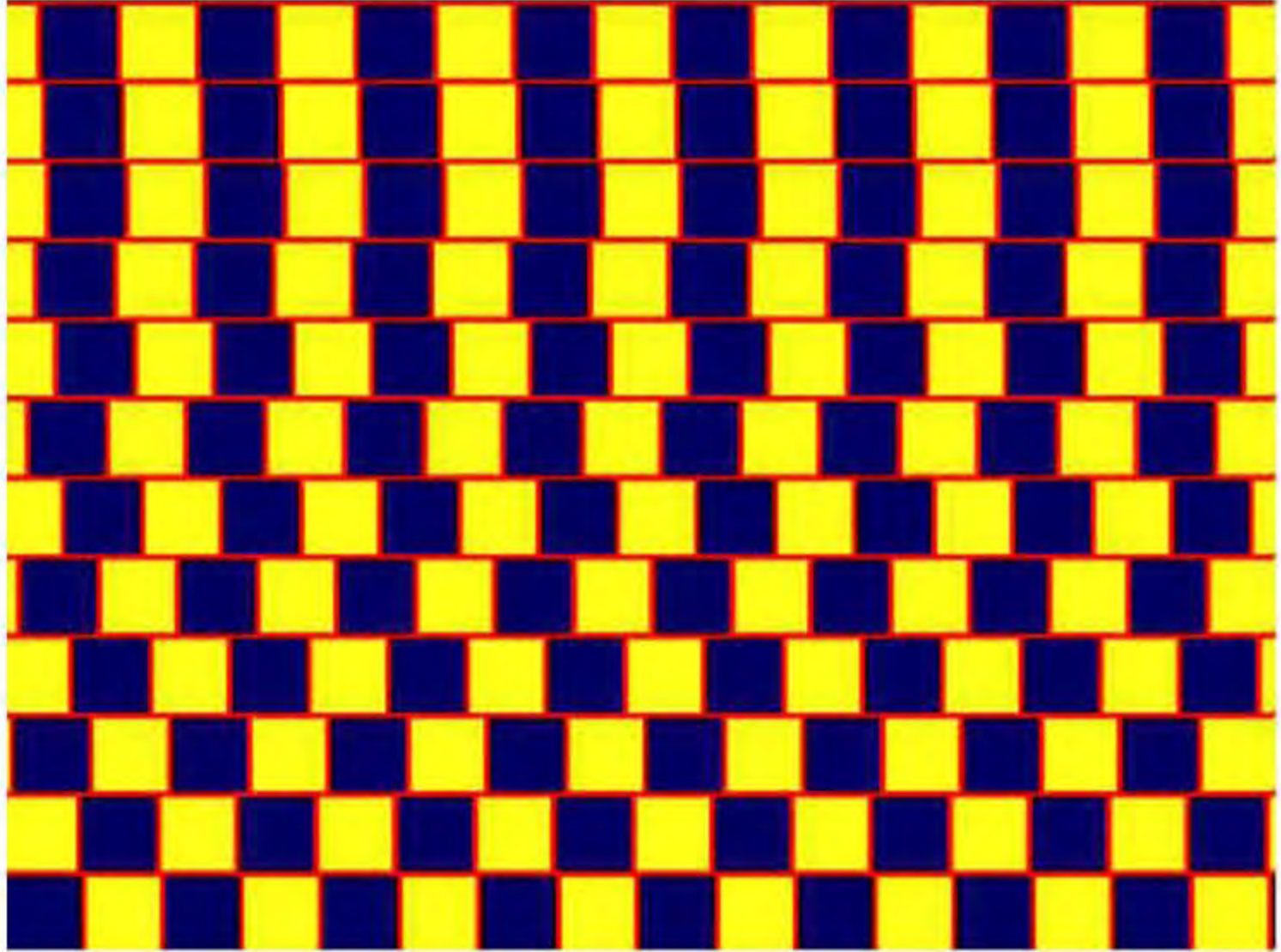
Under the direction of:
Prof. Aref Maksoud

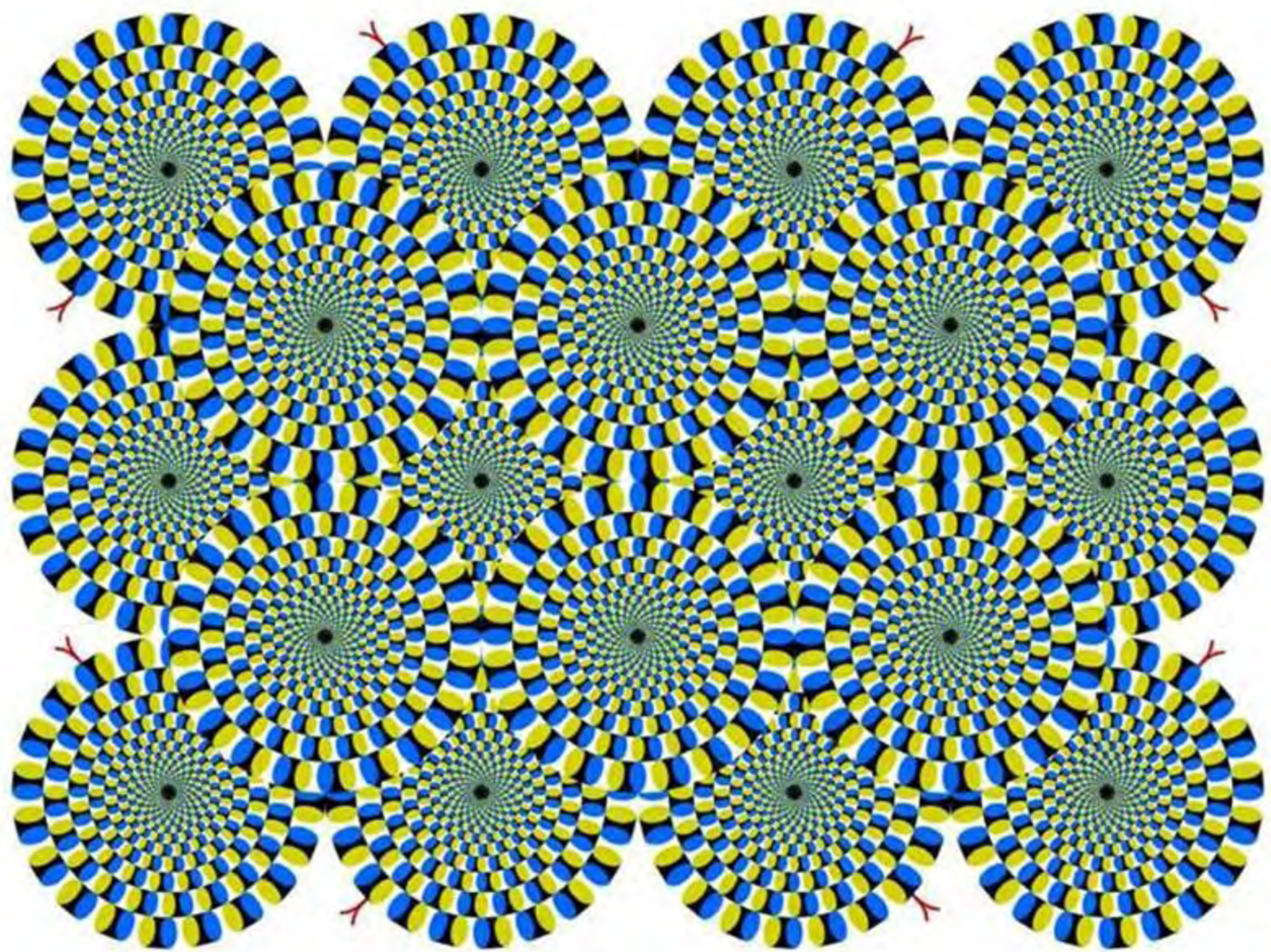


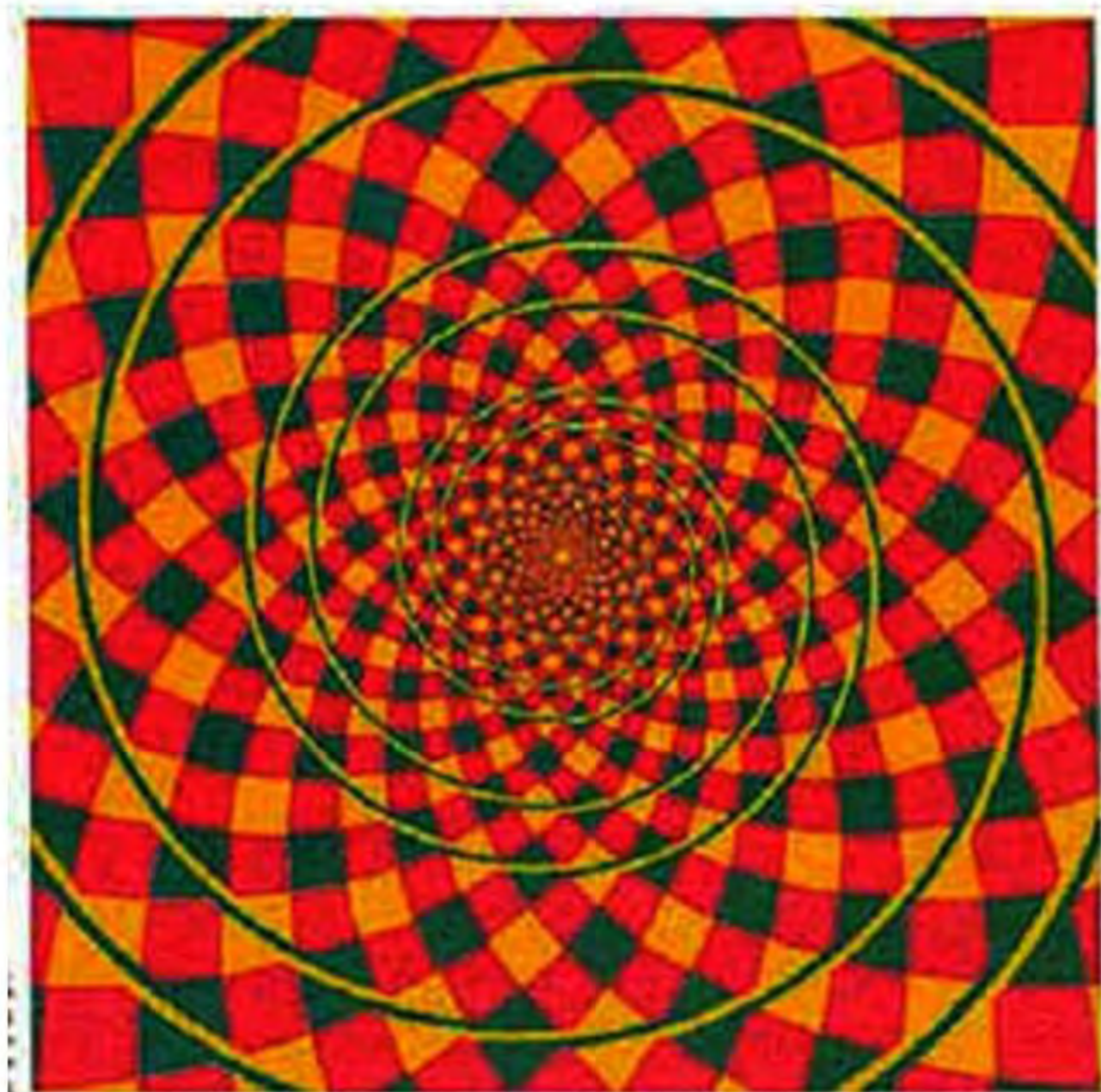










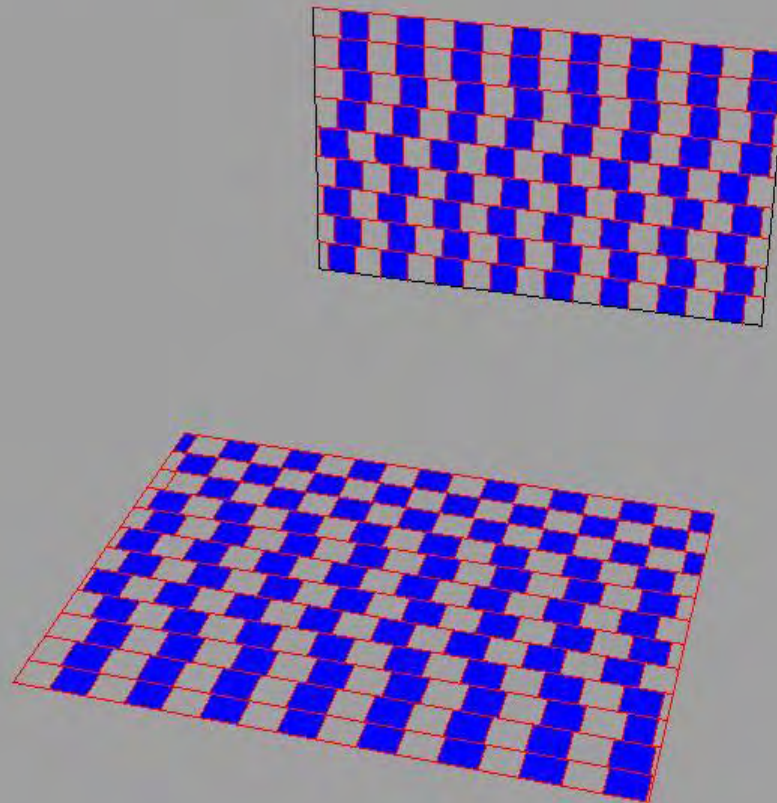


Render completed time: 00:00:00

Command:



Perspective



Properties

Viewport

Title

Width

Height

Projection

Camera

Lens Leng

X Location

Y Location

Z Location

Location

Target

X Target

Y Target

Z Target

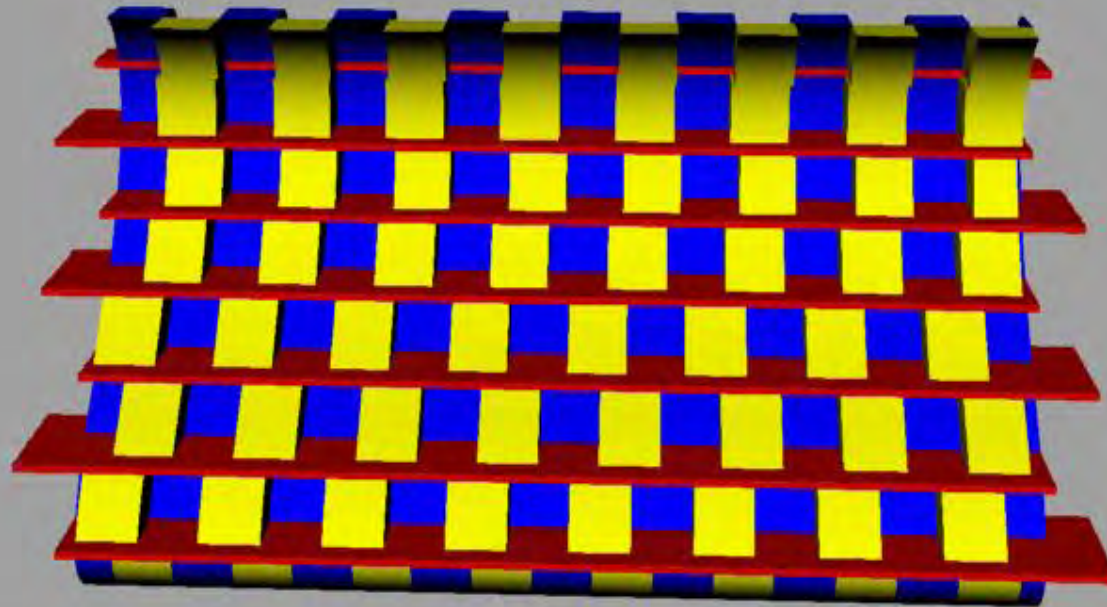
Location

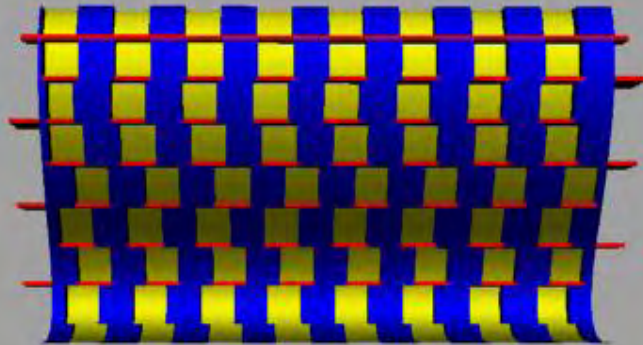
Wallpaper

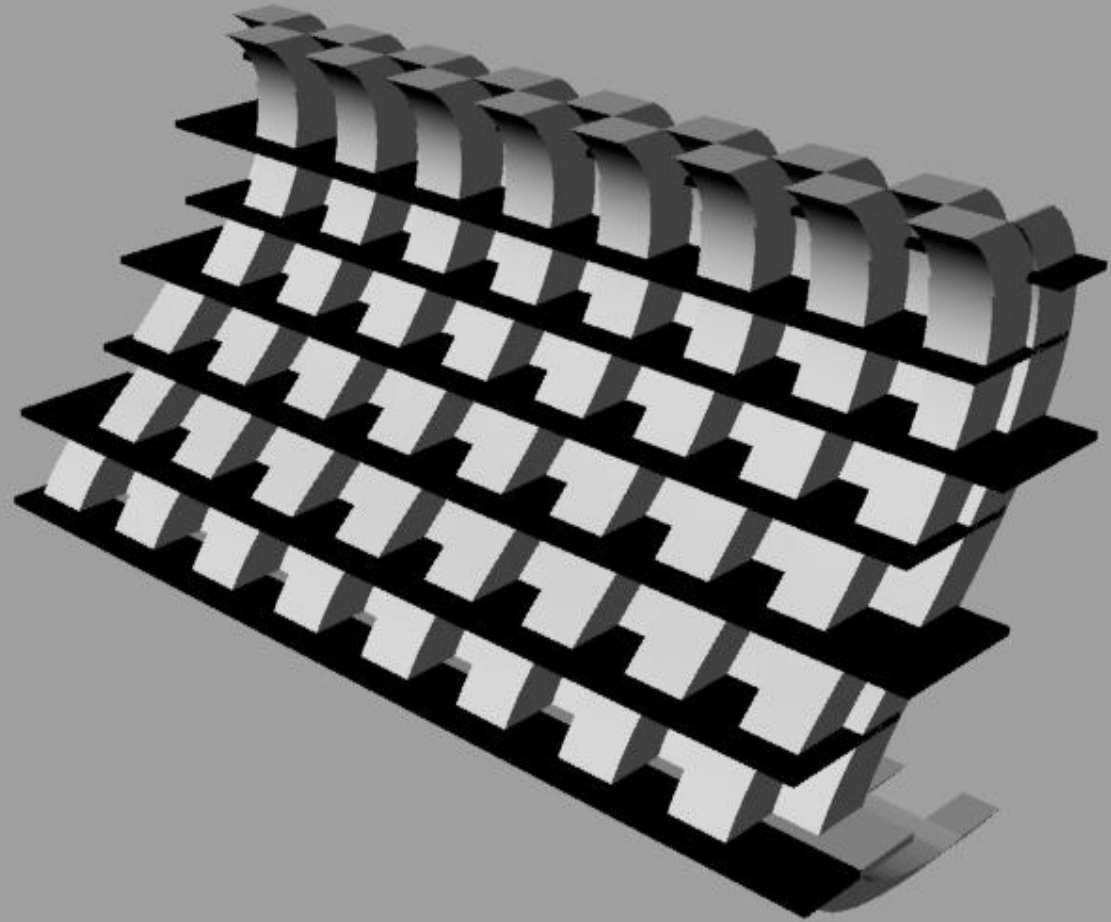
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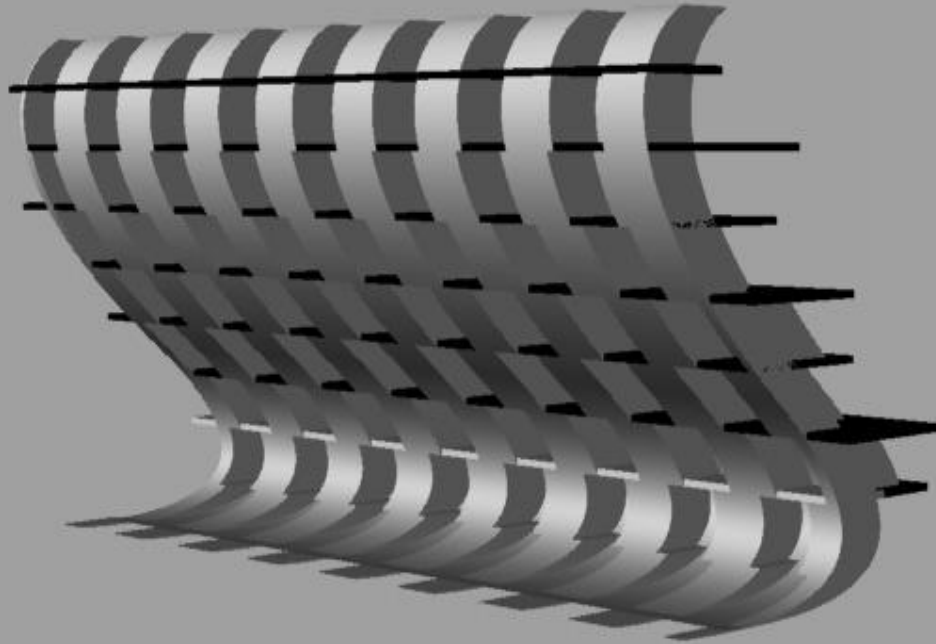
Show

Gray



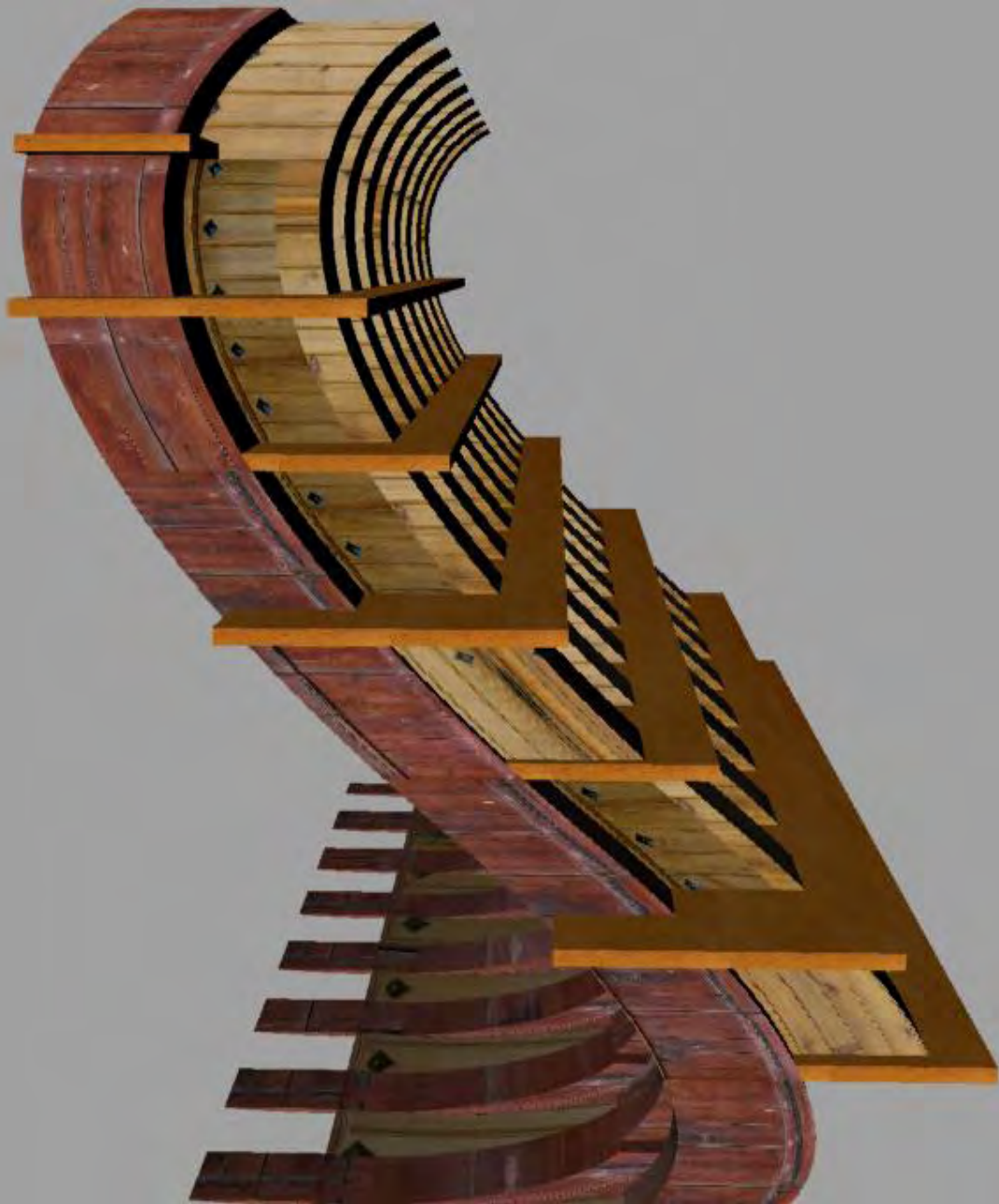


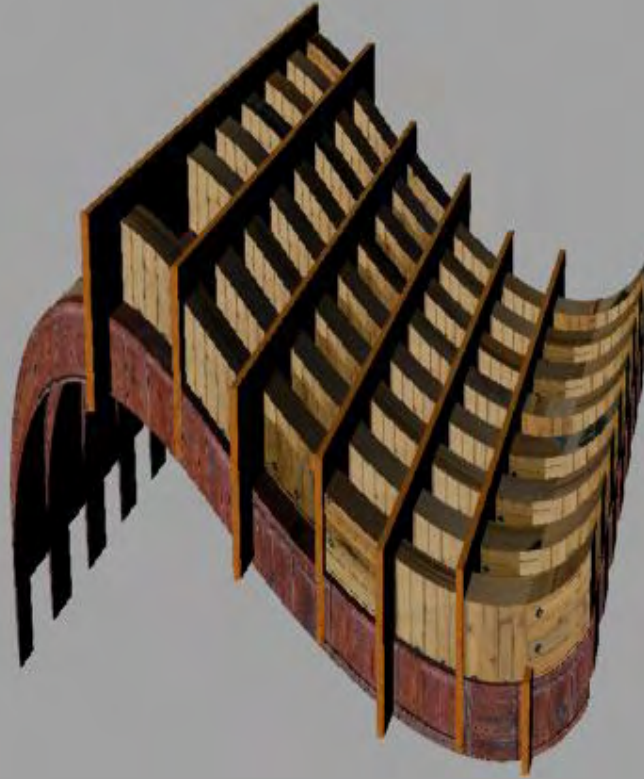


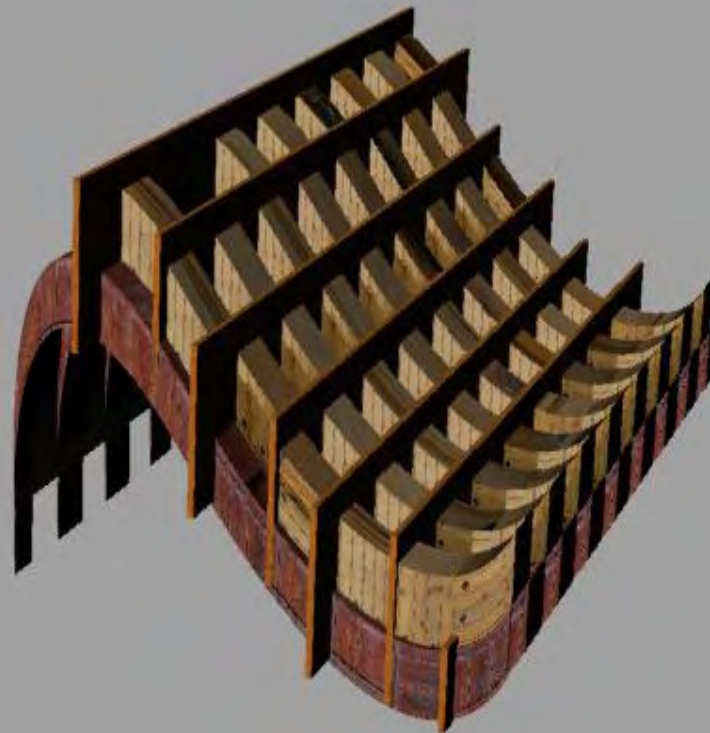
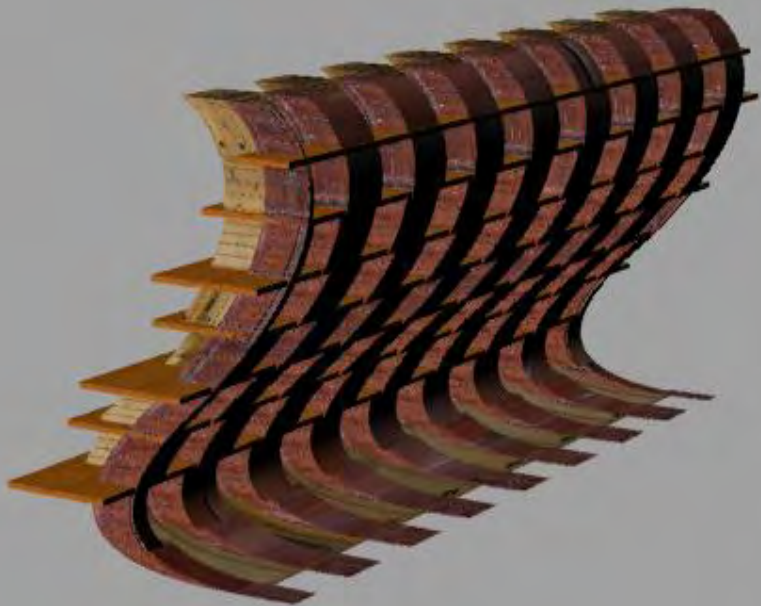












REALIZATION