ASIGNATURA / SUBJECT	WORKSHOP – FreeForm Modeling with Clayoo

DOCENTE / TEACHER	Rafael del Molino / Guillermo Sotomayor www.clayoo.com

HORARIOS / TIME SCHEDULE	FEBRUARY 2013 - 3 Days x 4 hours

OBJETIVO GENERAL / GENERAL OBJECTIVE

The workshop will cover the main features of Clayoo® and will provide the attendees the knowledge to design in Rhino with the latest technology and design freely. Free-Form designing has become a MUST for 3D solutions. Combine the power of both Rhino 5.0 and Clayoo®

WHAT'S CLAYOO?

Clayoo® is an advanced modeling application with the ability to effortlessly create any form efficiently and accurately, however complex. It's like modeling by hand! This is the concept of Clayoo®. It doesn't matter whether you start from a sketch, curve, or a 3-D object, you can pull, push, and move until you get what you want.

Ideal for designing architecture, jewelry, consumer products, toys, aerospace, marine, furniture. Anyone who needs to create complex free-form shapes can use Clayoo®.

When precision is a must, Clayoo® offers real-time tools to analyze distances, variance draft angle, thickness and more.

Not only modeling, but manufacturing. Clayoo® geometry is great for manufacturing prototypes and molds. When exporting to STL Clayoo® automatically generates closed meshes.

For reverse engineering with advanced re-topology tools Clayoo® allows you to easily create surfaces over digitized objects and to convert the result as NURBS surfaces.

CONTENIDOS / CONTENTS

Classes will be held in Spanish / English.

All attendees will receive a temporal license of Clayoo to allow everybody to design with Clayoo not only at the workshop but also after it for the entire month!

METODOLOGÍA / METODOLOGY

We will focus the Workshop in the creation of real samples from the very beginning. Attendees will steadily learn Clayoo tools.

Day one:
-   Introduction to Clayoo: **CLAYOO Overview** on the Rhino Interface: primitives, create, edition and selection
-   Sample 1: **PITCHER EXERCISE**: tools learned: revolve, edge selection, move, crease, shell, extrude along curve
-   Sample 2: **SPOON EXERCISE**: tools learned: sphere, shell, face selection, extrude, edge selection, move/scale
-   Sample 3: **JUICER EXERCISE**: tools learned: revolve, point selection, move/scale, select loop edge, sets, scale, pipe, bridge

Day two:
-   Sample 4: **SIGNET RING**: tools learned: revolve, edge selection, move/scale, extrude edge, collapse, shell, ClayToNurbs, Boolena Difference
-   Sample 5: **OIL BOTTLE**: tools learned: pipe, project to plane, extrude, edge selection, move, add face, extrude, fill, shell.
-   Sample 6: **ORCA EXERCISE**: tolos learned: BluePrint, Swepp 2, Edge selection, Point selection, move/scale

Day three:

-   Sample 7: **SOFA EXERCISE**: tools learned: create by curve, extrude, project to plane, extract, shell, mirror, merch

-   Sample 8: **PANDA RING**: tolos learned: Ring, sphere, edge selection, point selection, move/scale, extrude, Shell.

-   **FREE DESIGNING**: attendees will create their own design with the help of Guillermo Sotomayor and Rafael del Molino