

## 99361 - Rhino Cheat Sheet

\*The cheat sheet covers only the basic commands in rhino required to facilitate the demo workflow. Please do not only limit yourself to only these commands. See the full command list below:

[http://docs.mcneel.com/rhino/5/help/en-us/commandlist/command\\_list.htm](http://docs.mcneel.com/rhino/5/help/en-us/commandlist/command_list.htm)

Command	Use
<b>Move</b>	Move object
<b>Copy</b>	Copy object
<b>Mirror</b>	Mirror object along a defined axis
<b>Rotate/Rotate3D</b>	Rotate object along a defined axis
<b>Scale</b>	Scale object with a defined reference point
<b>Scale1D</b>	Scale object in single direction with a defined reference point
<b>Array</b>	Array multiple object along a defined axis
<b>PointsOn/PointsOff</b>	Turn on/off preview of control points
<b>Split</b>	Split up object using "slicing"(curve, plane, etc)
<b>Trim</b>	Trim off object using "slicing"(curve, plane, etc)
<b>ExtrudeCrv</b>	Pull 3D column from curve
<b>Cap</b>	Enclose an open object
<b>Project</b>	Project pattern(curve) onto an object
<b>InterpCrvOnSrf</b>	Draw pattern(curve) onto an object's surface
<b>UnrollSrf</b>	Only use with polysurface form (Check explode Yes/No) (Unrolled pattern displayed at Origin)
<b>Squish</b>	Only use with free form(curved) (Check material to Floppy) (Squished pattern displayed at Origin)
<b>BooleanUnion</b>	Merge multiple objects
<b>BooleanDifference</b>	Carve one object using other objects
<b>BooleanIntersection</b>	Extract intersection of multiple objects

<b>CageEdit</b>	Morphing geometry (Check bounding box - set X,Y,Z control point count of the cage)
<b>SetPt</b>	Set all coordinate on one Plane(X,Y,Z)
<b>MeshOutline</b>	Obtain outline from pattern surface (Only use in TopView)
<b>Offset</b>	Add seam allowance