

# Rhinoceros®

Version 5

# FLAMINGO®

Present your Rhino models in their best light  
version nXt

## Rendering course with Flamingo

### Aims of the "3D Design" course

The Metallo Nobile school organises a series of computer graphics courses for three-dimensional modelling, rendering and prototyping, starting from Rhinoceros V5.

The aim of these courses is to train professionals with an adequate degree of competence in the design and modelling of complex forms in the field of jewellery design, so as to boost their chances of satisfactory integration in the professional world.

The **courses are organised by ascending level of specialisation** and by argument, so as to satisfy all types of training requirement, perfectly tailored to the needs of each individual pupil.

### Flamingo Module

The **Flamingo Course (32 hours a month - 8 hours a week)** is aimed at students who wish to acquire expertise in **photorealistic-quality rendering** without necessarily having to become professionals.

The course is tailored for anyone who wants to utilise the computer as a useful tool for jewellery design, although still subordinate.

Flamingo nXt offers maximum simplification of the option settings so as to achieve **an excellent result in the shortest possible time.**

The aim of the course is to acquire a complete knowledge of the programme, from the management of the materials and the lighting to the creation of an environment and setting the rendering properties, targeting a correct representation of the project in both technical and communication terms.

### Main topics of the course

- Introduction to Flamingo – description of the software and characteristics
- Materials – materials editor – assignation
- Colour base – reflection – self-luminance – transparency – bumps – procedural bumps – brightness – displacement
- Procedural materials
- Templates -libraries
- Mapping – decals – texture unwrapping
- Lighting: methods – study of scene lighting
- Light sources – properties and parameters
- Shadows
- Studio lighting – exterior lighting – interior daylight – artificial lighting
- Use of high dynamic range images HDRi
- Ambience
- Backgrounds – effects
- Channels
- Rendering – settings – path tracing
- Burn control – white point adjustment
- Post processing

