The College of Built Environments (CBE) at the University of Washington is comprised of four departments: architecture, construction management, landscape architecture, and urban design and planning. Rhinoceros has a substantial use group within the College and with it, RhinoCAM is commonly used to machine shapes, especially in the architecture department.

Professor Kimo Griggs, the Associate Dean for Technology Transfer at the College of Built Environments said in an interview, "We use a variety of CAM software from BobCad, to MecSoft's RhinoCAM, to MasterCam and your RhinoCAM is by far the most popular simply because it is linked with Rhinoceros, and more natural, and more powerful to go from the program they use for design, which would be Rhinoceros, straight into machining operations. We use RhinoCAM on our CNC mill and our CNC routers. We work in all kinds of materials: plastics, wood products, foam, and some metal."
Professor Griggs went on to say, "In our furniture studio we often cut out flat shapes to assemble into molds for bending plywood. We cut out or mill chair and table legs, table tops, wine racks parts, shelving systems, molds for making drawer faces, hardware and many other things."

Professor Griggs said that there are between 50-75 students using RhinoCAM at any given time and they are always training new students. The University has had RhinoCAM for about five and a half years.

The Department of Architecture also offers a Digital Design and Fabrication Certificate program in the Professional and Extension School for people who would like to return or simply want to learn more about advanced digital technologies.
This program is in its 5th year now and it attracts some very good professionals in a variety of fields, such as metal smiths, sculptors, engineers, architects and designers who want to learning how to design and manufacture things using a digital workflow (there is a rapid prototyping lab available). They all use RhinoCAM for CNC program generation.

Professor Griggs gave us some insight into his background, "In the mid-90's while running my own architecture firm and fabrication studio I was also teaching at the Yale School of Architecture and the Harvard Graduate School of Design (GSD). Based on the experience of my own early digital design/fabrication practice I proposed a digital fabrication facility to the Dean of the GSD which was immediately funded, and which continued to grow after my departure. I came to the University of Washington in 2008. Along with Professor Robert Corser, we spearheaded the development of a comprehensive digital fabrication lab as well as a series of courses engaging digital design and fabrication, and continue to develop them further as our digital culture grows and changes."