

3D Vocabulary

General Terms

Geometry - A 3D object comprised of polygons.

Shapes - A 2D object comprised of segments

Modifier - An attachment to 2D or 3D object designed to alter it in some manner

Parameters - Adjustable settings

Objects - Geometry, Shapes, Lights, Cameras etc.

Viewports - Windows in 3D Max where objects can be manipulated.

Transform - To move, rotate or rescale using the transform tools.

Clone - To duplicate an object.

Modeling Terms

Box Modeling - Modeling geometry at the sub-object level.

Edit Poly - The modifier applied to geometry for box modeling.

Lathing - Turning a spline around a central axis.

Lofting - Stretching a shape(s) along a complex path.

Extruding - Stretching a shape along a simple path.

ProBoolean Subtraction - Subtracting one mesh by using another

Vertex - The smallest part of geometry or shape.

Edges - Two vertices that are connected make an edge.

Polygon - Three or more edges connected make a polygon.

Hi Poly Model - A model made with many polygons.

Low Poly Model - A model made with few polygons.

Material Terms

Texture - The surface quality of a 3D model.

Bump Map - A map that makes a surface look bumpy.

Displacement Map - A map that changes the geometry of a 3D object.

Standard Texture - A simple texturing system.

Raytrace Texture - A complex texturing system that allows for realistic reflections and transparency.

Arch and Design - A complex texturing system that allows for realistic reflections and transparency.

UVW Map - A modifier that instructs 3D Max how to wrap a texture around a 3D model.

Animation Terms

Timeline - The bar at the bottom of the 3D Max interface.

Scrubber - The toggle on the timeline that you can slide right or left to show animation.

KeyFrame - A frame that defines the starting and ending points of a smooth transition.

Curve Editor - The 3D Max panel that allows for manipulation of animation.

Rendering Terms

Render - To turn a 3D scene into a JPEG, QuickTime Movie or other end product.

Active Time Segment - The number of frames to be rendered.

Output Size - The proportions and pixel settings of the rendering.

Scanline - The default renderer for 3D Max.

Mental Ray - An optional, higher quality renderer.