

# 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.

## 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.

## 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.

## 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.