

General Terms I

(1-8 Points)

Select the best answer. Check only one. Click the PRINT button below when finished

Geometry -

- A 3D object comprised of polygons.
- A hard class you take in high school.
- A type of 3D Max modifier.
- An animation technique.

Shape -

- A twisted spru.
- A 2D object comprised of segments.
- A type of 3D Max modifier.
- A collection of lights

Modifier -

- A 3D object comprised of polygons.
- A type of 3D Max modifier.
- To duplicate an object.
- An attachment to 2D or 3D objects designed to alter it in some manner.

Parameters -

- A unit of measurement
- The adjustable settings of an object.
- A collection of lights
- Geometry, Shapes, Lights, Cameras etc.

Objects -

- A unit of measurement
- Geometry, Shapes, Lights, Cameras etc.
- A collection of lights
- A type of particle system

Viewports -

- A collection of lights
- A twisted spru.
- Windows in 3D Max where objects can be manipulated.
- A unit of measurement

Transform -

- To move, rotate or rescale using the transform tools.
- To duplicate an object.
- A type of object.
- To transfer DNA from one person to another.

Clone -

- A type of object.
- An object similar to a clown.
- To transfer DNA from one person to another.
- To duplicate an object.