

General Terms 2

Match the Term with the Definition

Box Modeling _____

1. A model made with few polygons.

Edit Poly _____

2. The modifier applied to geometry for box modeling.

Lathing _____

3. Stretching a shape(s) along a complex path.

Lofting _____

4. Subtracting one mesh by using another

Extruding _____

5. The smallest part of geometry or shape.

ProBoolean Subtraction _____

6. Two vertices that are connected

Vertex _____

7. Modeling geometry at the sub-object level.

Edges _____

8. Turning a spline around a central axis.

Polygon _____

9. Stretching a shape along a simple path.

Hi Poly Model _____

10. Three or more edges connected make a polygon.

Low Poly Model _____

11. A model made with many polygons.