

VOCABULARY TERMS

3D CHARACTER DESIGN

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.