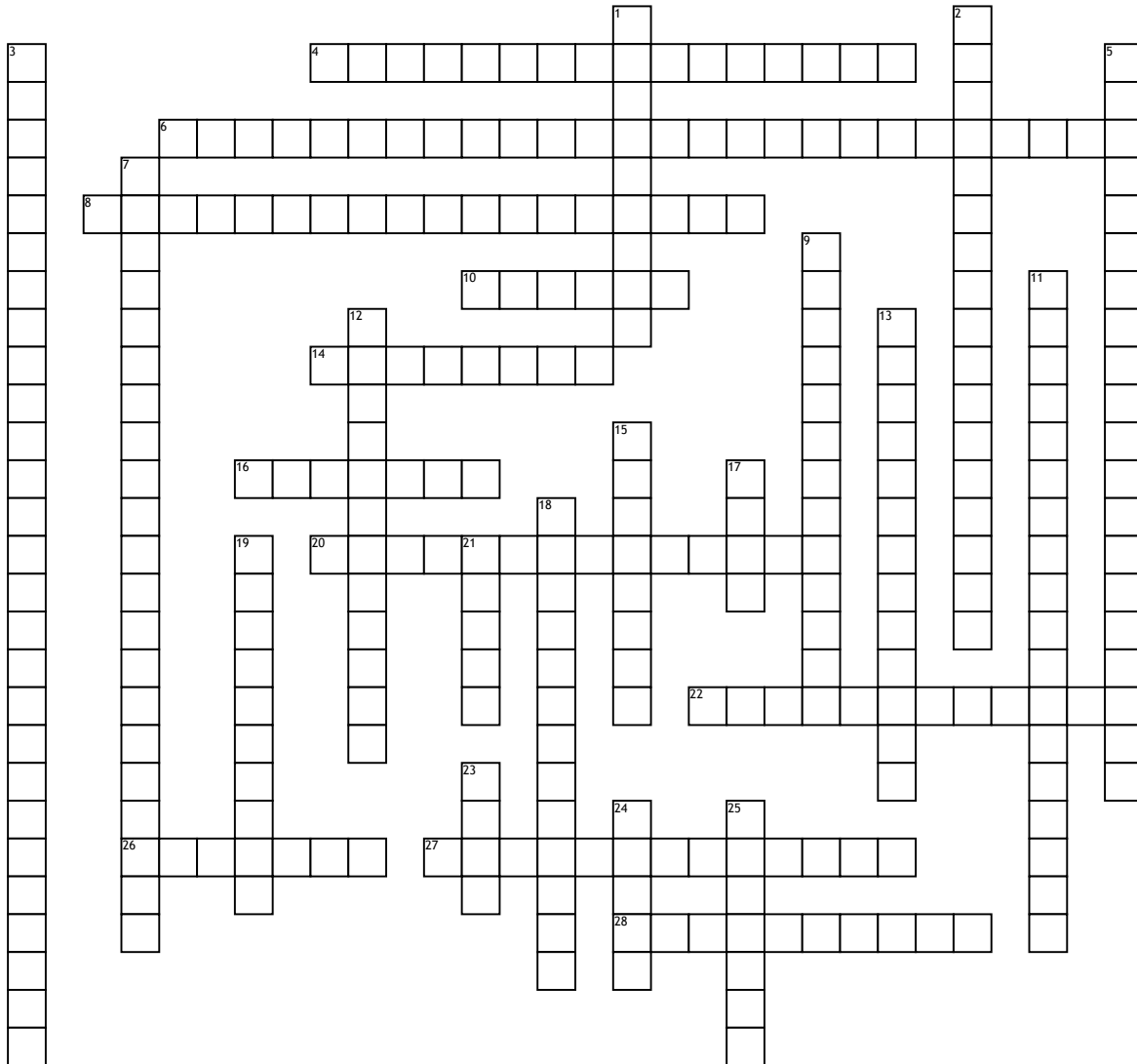


M&A VOCABULARY 101



Across

4. clicking on an object or set of objects to be able to manipulate them

6. a compound controller that combines separate, single-value float controllers to specify an angle of rotation about each of the X, Y, and Z axes

8. Allows you to change the quality of the output file. Use the slider to specify the quality you want. The higher you set the quality, the larger the file size will be

10. an object that is made up of three rings centered around each axis

14. record the transition points in the animation of any element in the scene, such as the motion of an object or the bend amount applied by a modifier

16. Allows the user to round off a sharp edge or corner

20. allows the wireframe to be seen on the object, which allows you to select edges, faces, vertices, etc

22. This shows the object from the left

26. adds depth to a shape object and makes it a parametric object

27. A vertex used to control the cross sections of envelopes, bulges, and tendon

28. Consists of three lines, labeled X, Y, and Z, and shows you three things - the current reference coordinate system, the current transform center, and the current axis constraints

Down

1. generate indirect lighting, using bounced daylight to improve the illumination of the scene

2. these are created by fog and/or other objects that are put into the sky

3. This setting allows you to adjust the opacity of an object

5. The specific set of coordinates that identify where an object is located, in 3Ds Max, there is an X, Y, and Z axis

7. Combines two or more objects into a single mesh by performing a Boolean operation on them

9. This shows the object in the front perspective

11. This smoothes geometry in your scene by means of several different methods, round over corners and edges as if they had been filed or planed smooth

12. Allows you to bend the current selection up to 360 degrees about a single axis and control the angle and direction of the bend on any of three axes

13. The selection of the edge of height, width, or length segments, which then can be manipulated

15. this tool allows you to select a circle of edges at once

17. two-dimensional arrays of lines similar to graph paper, except that you can adjust the spacing and other features of it to fit the needs of your work

18. In the Selection Bar, clicking this allows the user to click the faces of an object and modify them

19. view the area in the direction where the camera is aimed with no limitations/restrictions

21. On-rendering object that you use as an animation helper. It is used to assist you in creating complex motions and building complex hierarchies

23. Reduces the number of vertices and faces on an object

24. The coordinate system that relates specifically to the selected object

25. the bright center circle of a spotlight that has even intensity