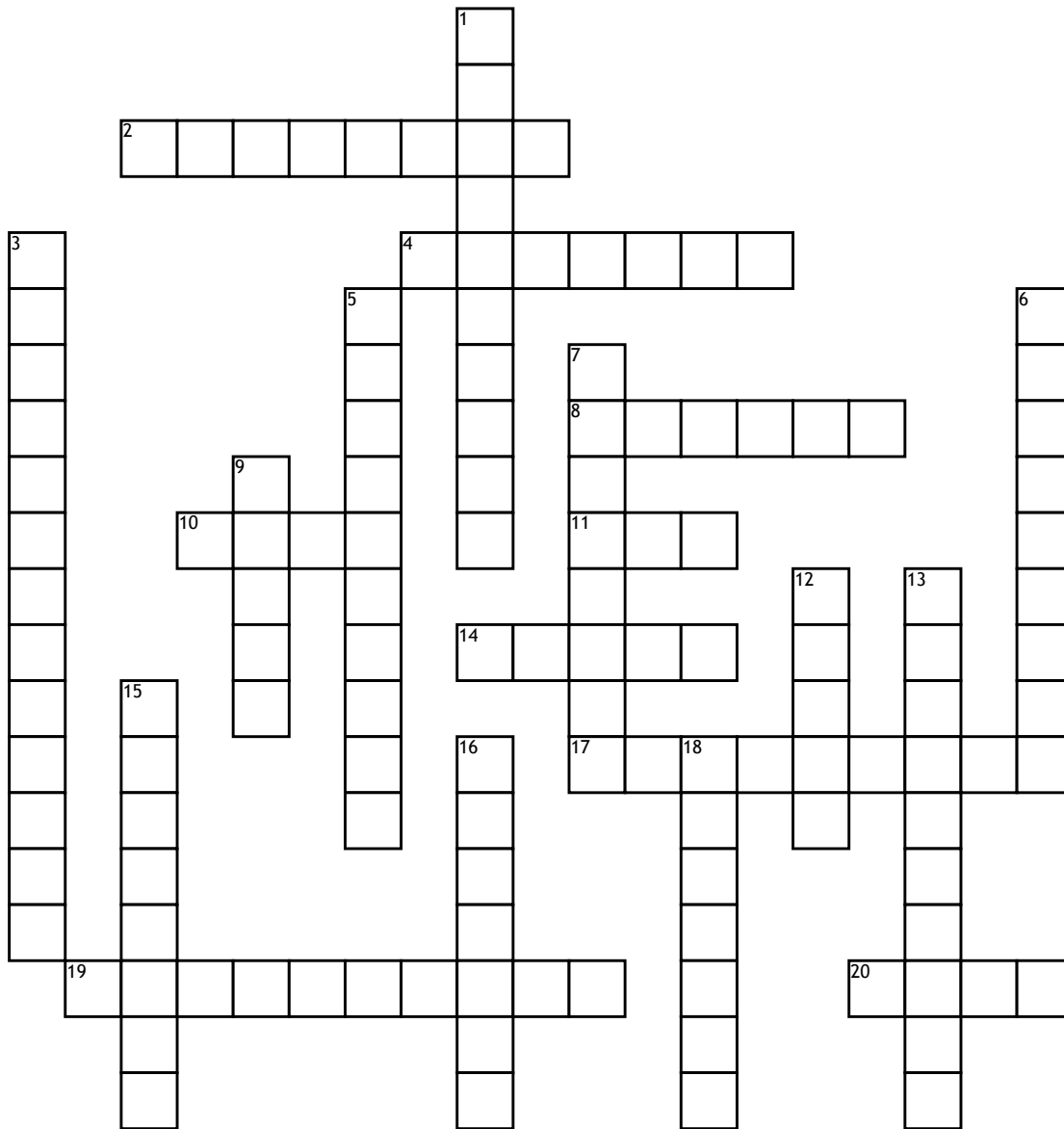


Study Guide



Across

2. A certain reflection or highlight.
 4. A 3D model from a 2D line.
 8. Combining edges of a UV map together.
 10. More than two curves that create an advanced shape.
 11. Rotating the camera side to side.
 14. Non-Uniform Rational B-Splines / Two dimensional curve.
 17. Uses polygon faces and divides into smaller faces.

19. A description of how something moves.

20. Moving the camera up and down.

Down

1. Makes you able to see effects/lighting on models.
 3. A material with no highlights.
 5. A light that equally shines in all directions.
 6. A collection of vertices, edges/faces that define a shape.

7. A line of constant U or V value at an edit point.

9. A shape that looks like a ring.

12. A viewpoint that runs away or towards you,
 13. An object's brightness.
 15. Various light elements within a scene.

16. Designing how the character moves, like a skeleton.

18. Illusion created by using a B/W image.