

## 3d terms

### Views and Interface

viewport  
scene  
hold/fetch  
Local, world, view coordinate system  
3d snap  
x y z coordinates  
world origin  
orthogonal view  
user view  
perspective view  
wireframe, smooth, and highlights, edged faces display  
bounding box  
Tabs: create, modify, hierarchy, display, motion, utility  
Grid  
Hide/show object  
How to change layout  
How to switch view  
Min/maximize view  
Zoom/pan view using mouse  
Arc rotate using mouse  
View change  
    Middle mouse button  
Axis  
Asset manager

Creative Process to creating 3d – model/ animate / render  
Bitmaps allowed into 3ds max  
3ds max format suffix  
how to import image into viewport background

### Creating and moving objects

Translation: position, rotation, scale  
Uniform/non-uniform scale  
Copy, instance, reference  
Lock selection  
Select by name  
Naming objects

Selection (add, subtract) selection using mouse  
    Shift, option, ctrl key

### Modeling

Standard primitive  
Shape spline  
Spline  
    Corner  
    Bezier  
    Smooth  
    Bezier corner

Normals

Parametric object: Bevel, extrude, lathe

Modifier stack

Show end result

Bend

Taper

Edit mesh

Xform

Sub-object

Gizmo

### **Lights**

Omni

Direct

Spot

Shadow Map

Ray traced map

Low key to fill

High key to fill

Moderate key to fill

Key light

Fill light

Bounce light

3-point lighting

Multiplier

Attenuation

### **Materials**

Material

Map

UVW

Bump map

Specular

Glossiness

Ambient

Diffuse

### **Camera Terms**

Camera (free and target)  
Long shot  
Wide shot  
Medium shot  
Two-shot  
Close-up shot  
Framing and composition  
Power of thirds

### **Camera angles**

Subjective  
Objective  
POV  
Eye level  
High level  
Low level  
Frontal  
Side  
Oblique

### **Animation**

Keyframe  
Animate button  
Timeslider  
Track view  
Scrubbing  
Parametric animation  
Cloning keys  
Object key / transform key  
Controllers  
Path constraint  
Trackview  
Function curve

### **animation techniques**

straight ahead method / pose to pose  
slow in/out  
anticipation  
staging  
arcs  
squash/stretch  
follow through /overlapping action  
exaggeration  
timing