

Name:

Mod:

Date

Exploring Computer Science #21
Crash Course Computer Science #27
3D Graphics

1. What are the 3 "Ds" in 3D graphics?
2. What do we call graphics simulated in 3D on a computer monitors?
3. What are the 2 different kinds of 3D drawing a computer might use?
4. What is the basic unit of a 3D rendering, what shape is it?
5. What graphic display technique is used to soften edges that might not be sharp in a render?
6. What term is used for lighting in a 3D output?
7. How do we change the appearance of the surface of a 3D model?
8. What does most of the calculating required for displaying 3D Graphics?