Key Terms From This Chapter

* **CV. Control Vertex.** A curve component that defines the curvature of the curve.

* **Hull.** A set of straight lines that connects a curve's CV points.

* **CV curve.** A curve created by placing CV points.

* **EP curve.** A curve created by placing points that the curve passes through.

* **Curve degree.** The amount of curve applied to a line.

* **Linear curve.** A curve with a degree of 1, resulting in straight lines.

* **Curve Editing tool.** A tool used to edit the curvature of a curve using handles attached to the curve.

* **Tangent.** A handle that determines the direction and severity of the curvature of a curve.

* **Offset curve.** A duplicated curve that is moved parallel to the selected curve.

* **Filleting.** The process of smoothing a corner of a curve.

* **Revolving.** The process of creating a surface by rotating a curve about an axis.

* **Lofting.** The process of creating a surface by connecting several cross sections together.

* **Extruding.** The process of creating a surface by moving the curve perpendicular to itself.

* **Beveling.** The process of smoothing a surface by adding a face to the surface edges.

Key terms From This Chapter

* **Material.** A set of surface properties that are assigned to an object to simulate various object materials.

* **Shader.** A complex set of connected material nodes that define a specific material.

* **Bump map.** A texture that is used to set the relief of a material where dark areas are raised and lighter areas are indented.

* **Hypershade.** A interface where materials and shaders are created.

* **Create Bar.** A selection list in the Hypershade where you can choose from default materials, textures and nodes.

* **Node.** A single set of material attributes that you can connect to other nodes to create a shader.

* **Connection Editor.** An interface for defining the connections between various nodes.

* **Anisotropic.** A material noted for its elliptical specular highlights.

* **Lambert.** A material with no highlights; useful for cloth and non-reflective surfaces.

* **Blinn.** A material with soft circular highlights; good for metallic surfaces.

* **Phong.** A material with a hard circular highlight; good for glass surfaces.

* **Texture.** A bitmap file that is wrapped around an object.

* **Mapping.** The method used to wrap a texture around an object.