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.
* **Fillet.** 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 creating 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.