

BASIC 3D GRAPHICS AND ANIMATION

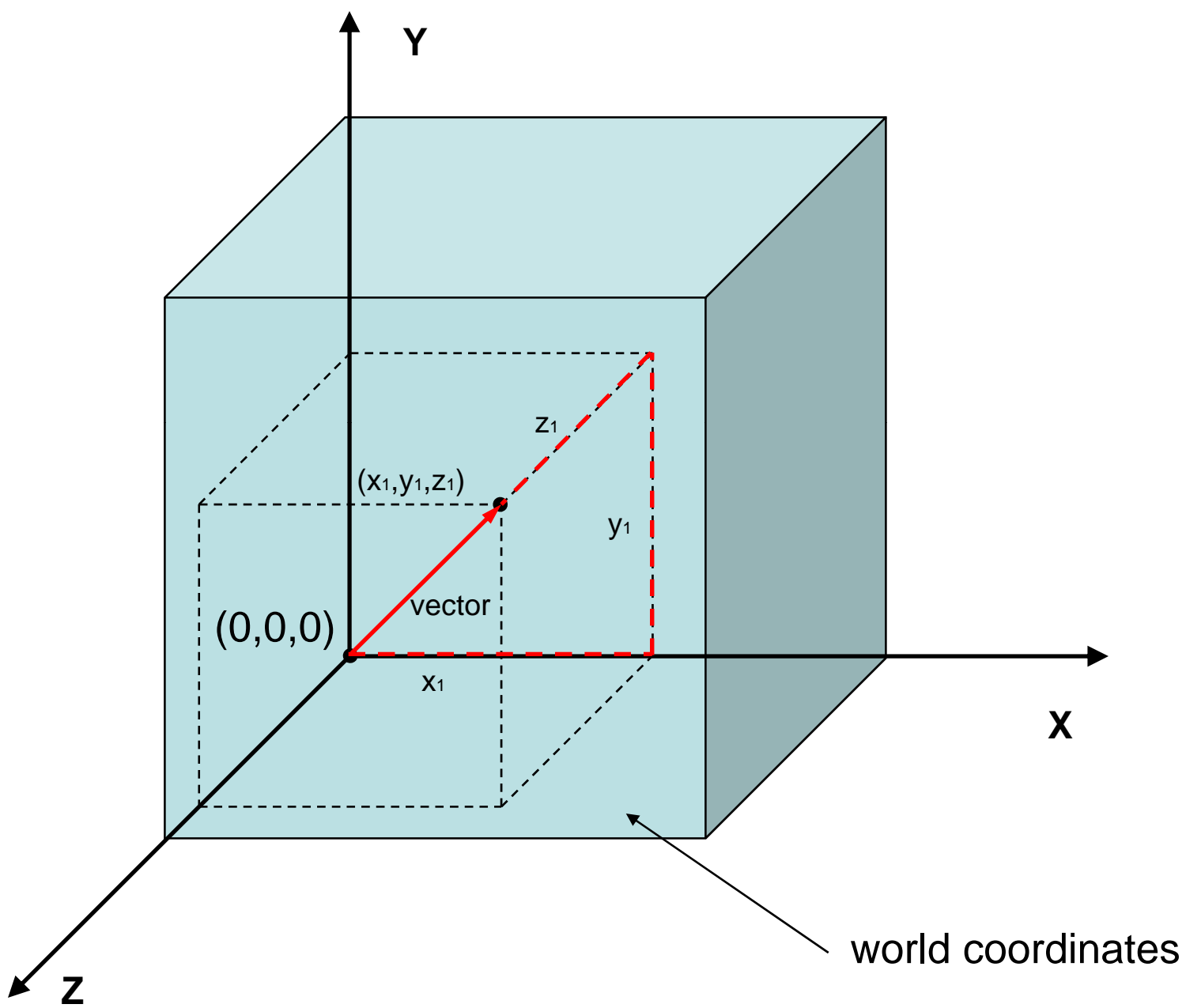
- 3D SPACE**

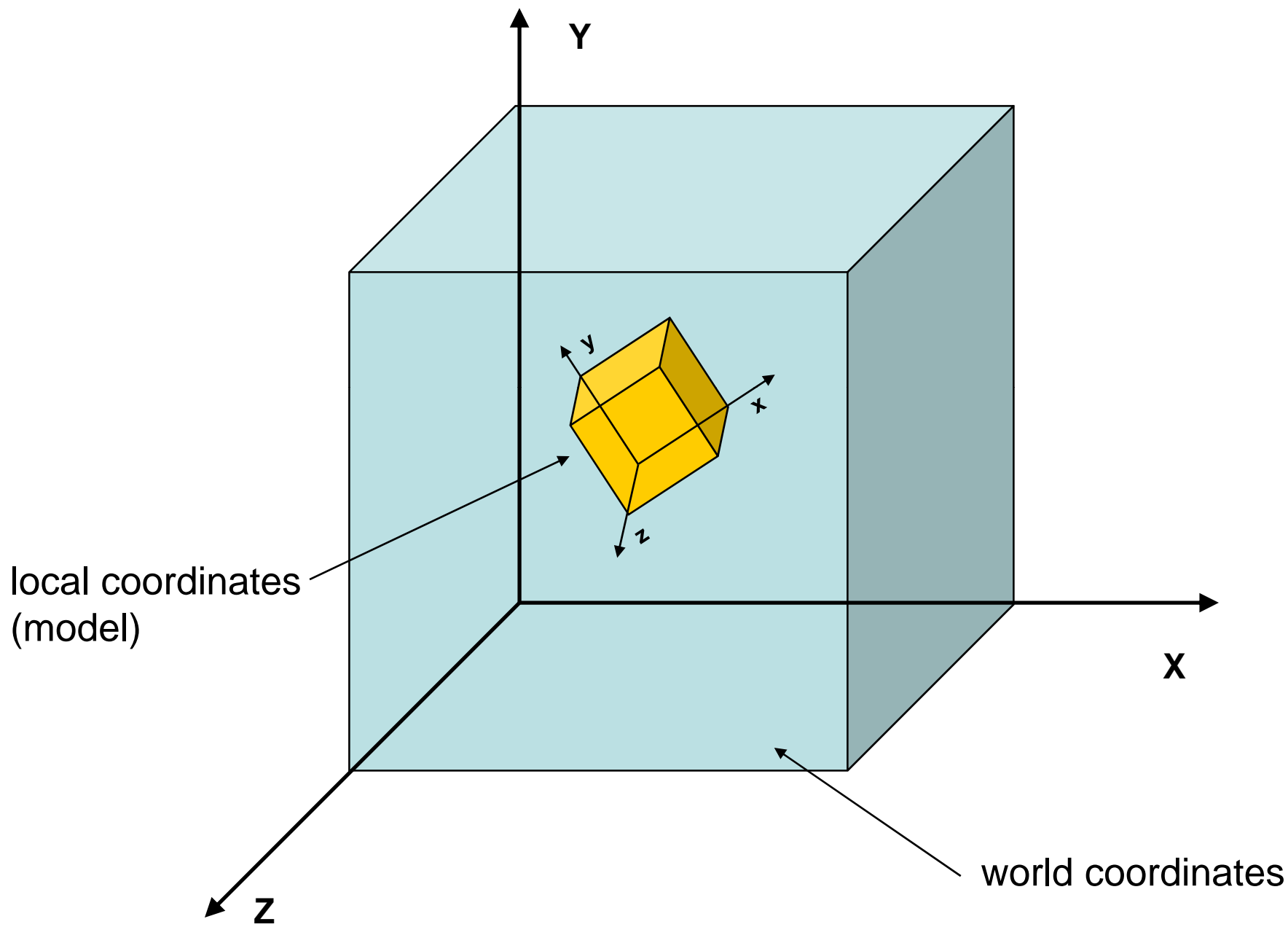
- THE COMPONENTS OF A MODEL**

- TEXTURING**

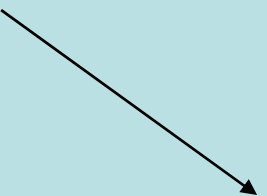
- RENDERING**

- ANIMATION**

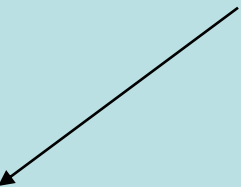




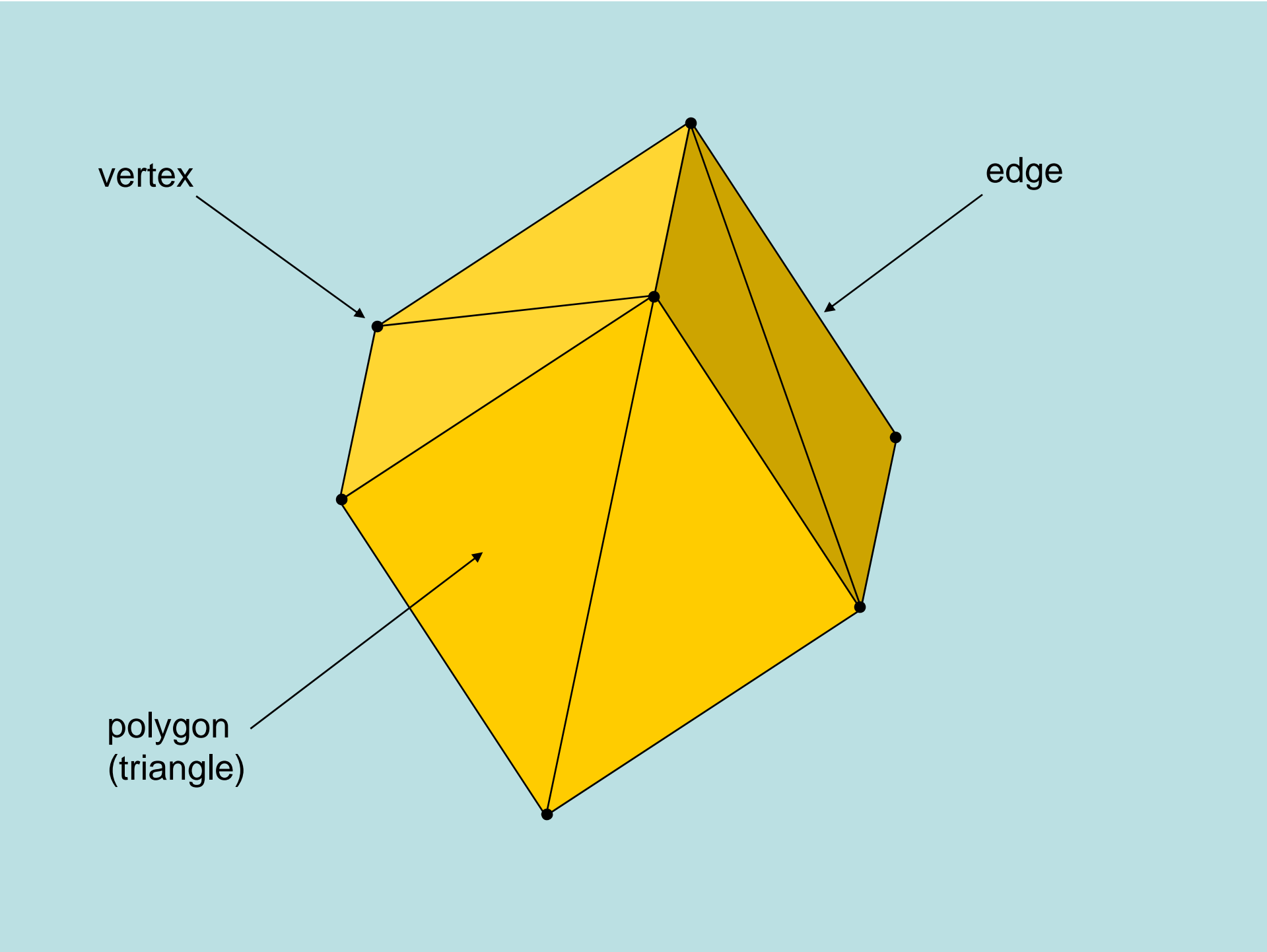
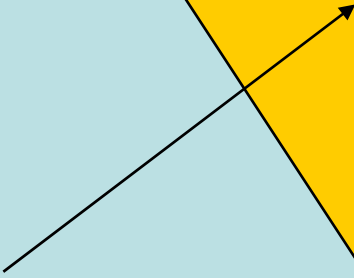
vertex

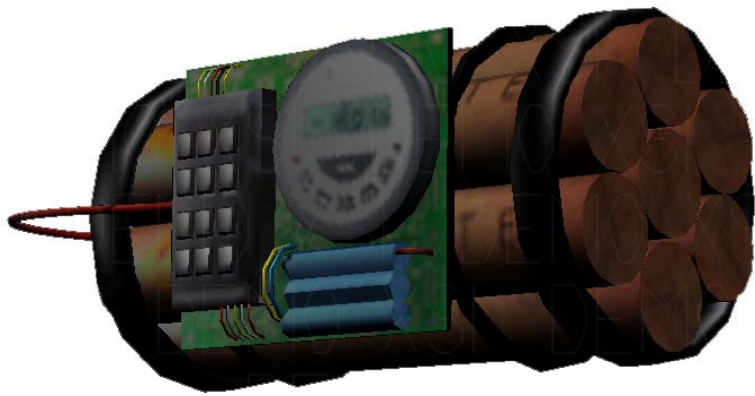


edge

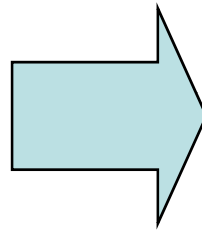


polygon
(triangle)

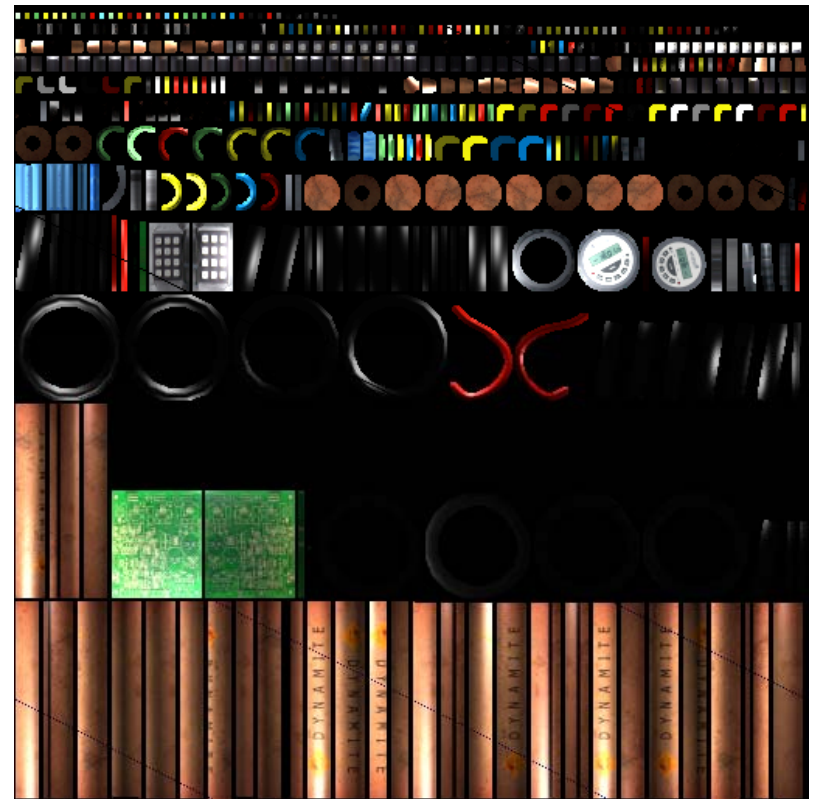




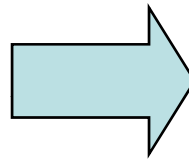
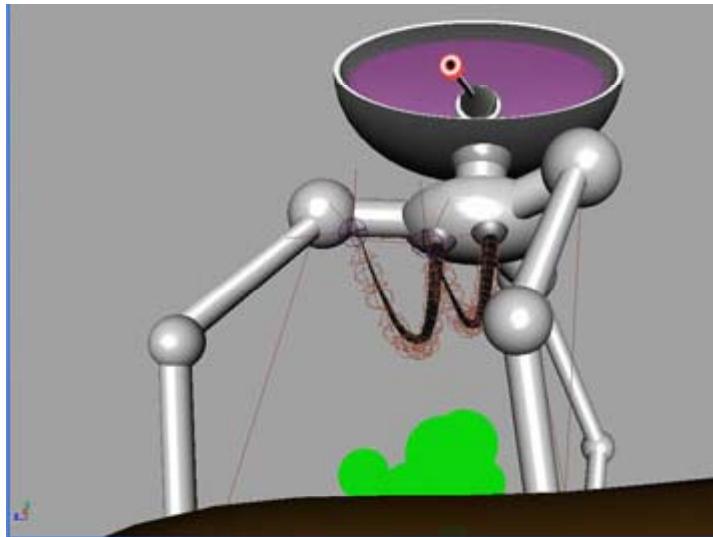
model



“unwrap”



texture (or skin)
.tga image file

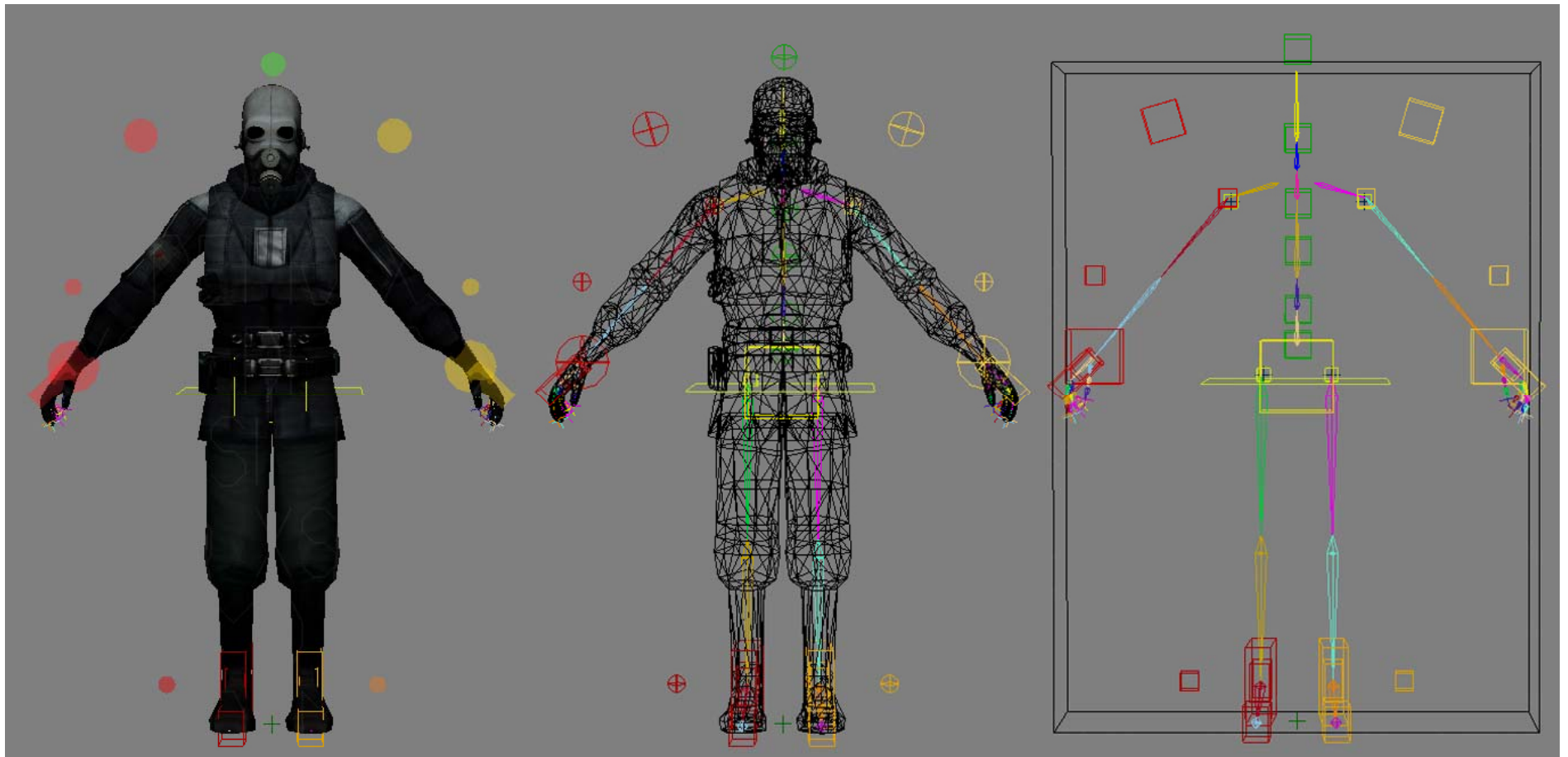


render



Rendering = the simulation, within a virtual environment, of the effects of real light falling upon a real object.

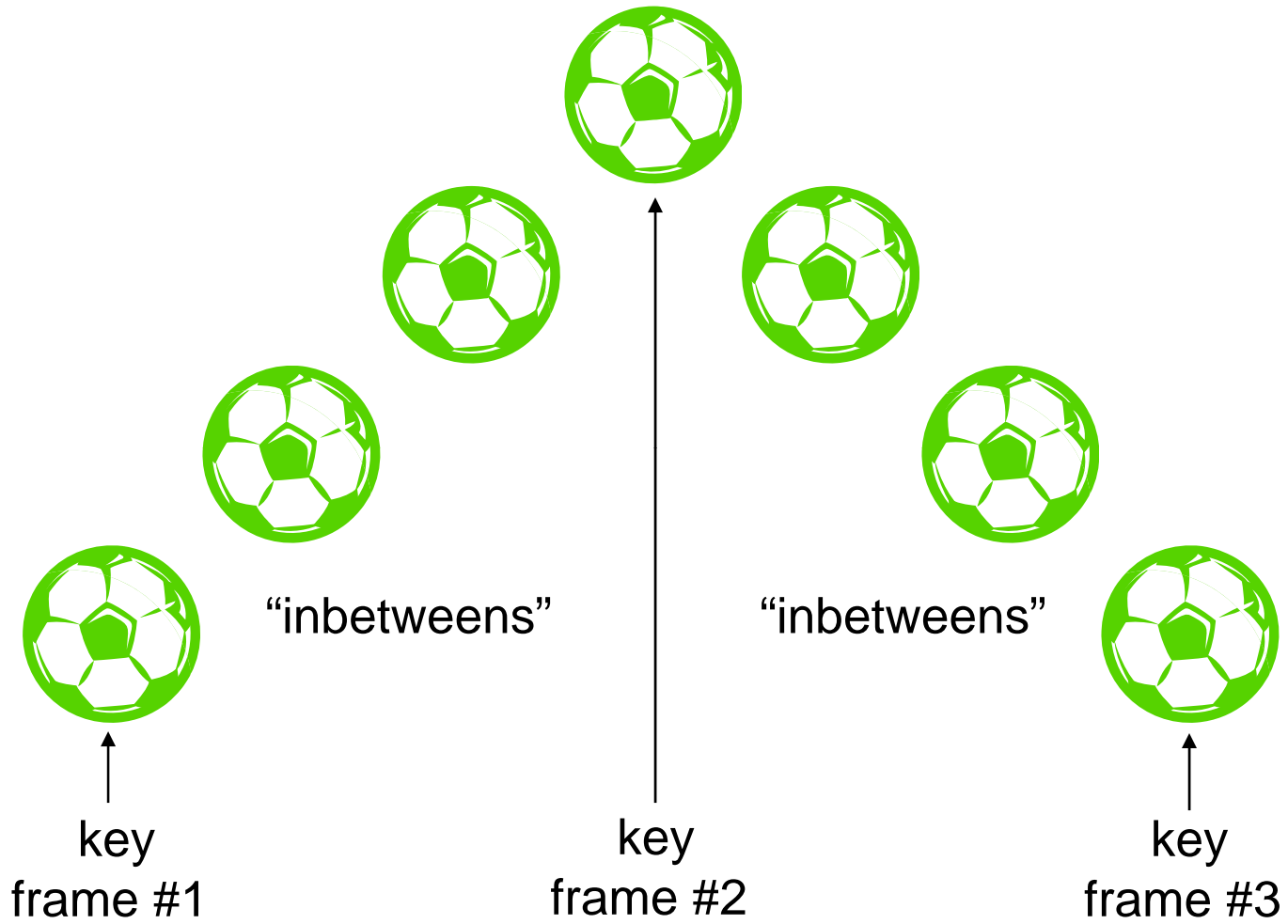
Virtual “cameras” define the view that will be rendered



texture

wireframe

rig



Keyframe Animation