



## **3D Modeling and Animation**

**{ The Arc Edge Grid Driver }**

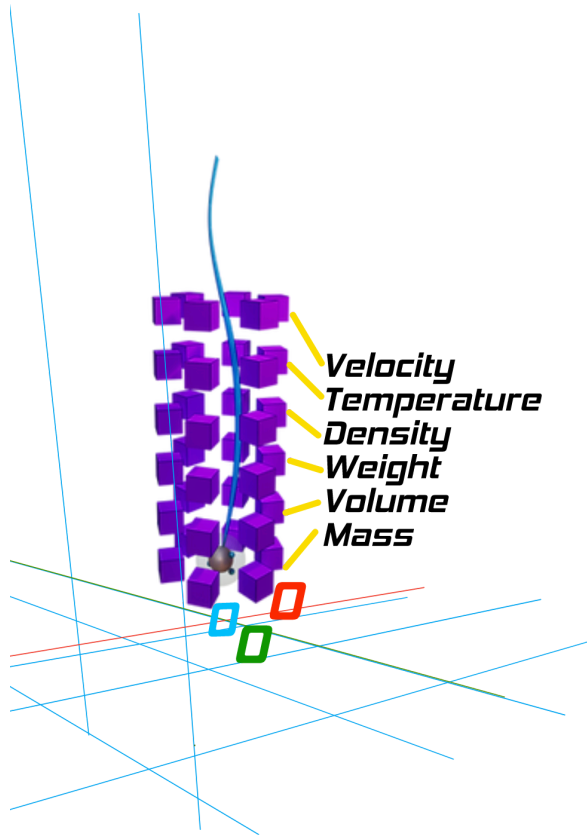
## **Arc Edge Grid Driver**

### **Complete Order of Operations List:**

1. Maze
2. Puzzle
3. Envelope
4. Hammer
5. Stick
6. Knife
7. Scissors
8. Parentheses or Geometry
9. Exponents
10. Multiplication
11. Division
12. Addition
13. Subtraction
14. Mass
15. Volume
16. Weight
17. Density
18. Temperature
19. Velocity or Break

### **Order of Operations Direct Initial Subset List:**

20. Photosynthesis
21. Touch
22. Taste
23. Vision
24. Smell
25. Hear



***Operation Orders 14-19 take and give Input/Output for grid vector generation with related modules as well rendering with related modules.***

***Arc Edge measures finite arcs therefore any chaos system can be measured in realtime. A sequence of different size circles denoted by an 1/8th of each diameter is outlined from the first too small and the first too large among each turn in a curve but iterated through while following the orders of operations to naturally execute parameter logic regarding fluid dynamics or chaos theory for finite systems.***

Therefore when generating the necessary vector 3D grid viewport specifications the input and outputs will have the orders of operations at sigma contained as a switch, etc. - turn light on or off, cast shadow, cast caustics, sculpt mesh, hdr, real-time simulations with measurements, kinetics and Animation as well everything that goes with 3D Modeling and Animation.