3D object : suatu obejk/data yang berbentuk 3D yaitu memiliki koordinat x,y,z.

Viewing & clipping : penampilan data 3D ke layar. Rendering dengan menggunakan memori sementara. Cara kerja Clipping 3D sama dengan clipping 2D.

3D Rendering : proses konversi titik dalam bidang 3d ke dalam bidang 2d dengan efek fotorealistik 3d ataupun tidak dalam sebuah komputer.

. real-time : perhitungan kalkulasi frame berdasarkan waktu nyata seperti game high res. 20-120fps. Contoh : final fantasy, skryim, gambe2 xbox.

. non real-time : biasanya untuk non-media interactive/gambar.->higher quality. Contoh : gambar2 3D, film animasi 3D, breaking down.

. projection : The shaded three-dimensional objects must be flattened so that the display device - namely a monitor - can display it in only two dimensions, this process is called [3D projection](http://en.wikipedia.org/wiki/3D_projection). This is done using projection and, for most applications, [perspective projection](http://en.wikipedia.org/wiki/Perspective_projection). The basic idea behind perspective projection is that objects that are further away are made smaller in relation to those that are closer to the eye. Contoh : CAD.