1. 3D Object: Three-dimension of an object with a perception depth and volume, having three axes of measurement: height, width, and depth, that can be seen by any angle.
2. 2D Object: Second-dimension of an object that has no depth and volume, and it's seen flat from a surface.
3. Edge: A line between 2 vertices.
4. Vertex/Vertices: A point in which various edges intersect.
5. Face: A basic polygon where three or more vertices connect to make a visible surface.
6. Material: A visual design/properties applied on a 3D object's surface to display visual effects like color, different types of materials like metal, plastic, etc.
7. Baking: A process of calculating light and shadow information into the 3D texture of the model.
8. Texture: An image mapped to the surface of a model's material.
9. Shader: The type that determines the appearance of a 3D object's materials from different angles of light.
10. Render: A process of converting 3D models into 2D images. It can also create a sequence of images that can be stitched together to make a video.
11. Rig: A process where controls are added to the models to make animation easier and comfortable.
12. Topology: A structure and arrangement of different polygons (tris, quads, n-gons) on a 3D model.
13. UV Mapping: A process of wrapping a 2D texture to a 3D model's surface.
14. UV: It refers to the horizontal and vertical axes of a 2D space.
15. UV Unwrapping: A process of unfolding a 3D object so it's possible to create a 2D texture on a 3D object.
16. Mesh: An object constructed by vertices, edges and faces.
17. Polygon: A shape with three or more vertices connected.
18. Polycount: A number of polygons in a 3D model's mesh.
19. Bump Map: A technique that uses texture added to the surface of a 3D model to create the illusion of depth/relief.

20. Displacement Map: A technique that uses textures to physically displace the vertices' position on a 3D model to produce a great sense of depth and details.

21. Ambient Occlusion (AO): A technique in 3D design that simulates how objects block ambient light, creating subtle shadows in the crevices and corners.

22. MatCap (Material Capture): A quick way to apply material and light reflection information to the whole model to check its shape and normals.

23. Normal: A vector (a direction) that is perpendicular to the surface of a 3D object. It helps determine how light interacts with the objects.

24. Normal Map: A technique used to add surface detail to a 3D model by bending the normals, without adding more polygons. It uses RGB values to fake the lighting of the bumps on the surface and create the illusion of a highly detailed model.

25. Bone (Rig): When added together, they create a skeleton or armature that's used to manipulate a mesh. They are controlled during an animation process by a rig.

26. Physically Based Rendering (PBR): A technique that simulates how light interacts with materials in the real world trying to make it look as realistic as possible.

27. Real-world Scale: When the 3D model is created with its real life measurements.

28. Augmented Reality (AR): A technology that makes it possible to view interactive 2D & 3D digital models in a real world experienced by smartphones, AR headsets, glasses, etc.

29. Virtual Reality (VR): A technology that enables a person to interact with an artificial 3D virtual world.

30. Mixed Reality (MR): A term that merges both VR and AR.

31. Filmbox (FBX): A file format that allows one to transfer 3D models, animations, and their associated data between different 3D software applications.

32. OBJ: A file that contains the 3D geometry of an object but may not store other details like animations or materials.

33. Scene: A primary element that contains objects and environment settings like ambient light and fog.

34. Node: A container that helps construct and control the visual aspects of 3D designs.
35. Wireframe: A simplified representation of an object, scene, or interface, showing only the basic structure and layout.
36. Viewport: An area on a computer screen where 3D models can be interacted and seen.
37. High Poly: An insane amount of polygons to make the models look more precise, polished and as close to reality as possible.
38. Low Poly: A low amount of polygons where the models can be less detailed and simplified.
39. Photorealism: A term that entails the high amount of photorealistic detail in a model.
40. Computer-Generated Images (CGI): A technology used in movies, games, and various visual media to create stunning visuals using the power of computers.
41. Aliasing: Rendering artifacts in the form of jagged lines.
42. Anti-Aliasing: A technique that tries to smooth the jagged lines of an object.
43. Ambient Light: A light that comes from the surrounding environment as a whole.
44. Caustics: An optical phenomenon where light rays are focused or concentrated in a specific area due to the way they interact with surfaces or materials. It adds a level of realism to scenes by replicating how light behaves in the real world, creating these stunning patterns like a sunlit under a swimming pool.
45. Raytracing: A rendering technique used in computer graphics, animation, and visual effects to create highly realistic images by simulating the way light interacts with objects in a scene.
46. Inverse Kinematics (IK): A process that determines the movement of interconnected bones of an object or model in the order from the child bones to the parent bones.
47. Forward Kinematics (FK): A process that determines the manipulation of bones individually to create a movement.
48. Triangles Polygon (Tris): A polygon with 3 sides.
49. Quadrilateral Polygon (Quads): A polygon with 4 sides.

50. N-sided Polygons (N-gons): A polygon with 5 or more sides.
51. Pivot Point: A point in space around which transformations of rotation, scaling, etc. are centered.
52. Frame: Refers to a single image within a sequence of images that create the illusion of motion.
53. Frame rate: It determines how many frames can occur each second. The higher the frames, the smoother the motion appears.
54. Display Resolution: The amount of pixels present on your screen, which dictates the overall quality of the image. Common examples are 1920x1080 (1080p) and 2560x1440 (1440p).
55. FHD: Full High Definition resolution that's 1920 pixels wide x 1080 pixels height.
56. 2K (1440p): Resolution that's 2560 pixels wide and 1440 pixels height.
57. 4K (UHD): Ultra High Definition resolution of 3840x2160.
58. V-Sync: Vertical Synchronization that synchronizes the FPS output of your game with the refresh rate of your monitor in order to prevent screen tearing.
59. Tessellation: It allows graphics cards to repeat quads multiple times over any given surface. The repeated patterning allows for texture displacement, which creates bumps in landscapes for video games.
60. Anisotropic Filtering: It allows games to smoothly transition between high-quality textures near the player, and low-quality textures farther away, where you can't see them as clearly.
61. High Dynamic Range (HDR): It improves the contrast between light and dark portions of your display. This makes the dark parts look darker, and the bright parts look brighter.
62. Bloom: It's an effect that attempts to make light in games "feel" brighter and that's almost glowing.
63. Motion Blur: Motion blur introduces fuzziness to the image when rotating the in-game camera.
64. Field of View (FOV): Defines how wide of an angle your character sees in a first-person game
65. First Person Shooter (FPS): A perspective of a game where the player experiences the game from a first-person perspective, seeing the game world through the eyes of their in-game character.

66. Third Person Shooter (TPS): A perspective view behind and above the shoulder of your character and seeing a huge view of the game world your character is in.

67. Constant Bit Rate (CBR): It reads the quantity of information without caring about the density of information per second.

68. Variation Bit Rate (VBR): It reads the quantity of information caring about the density of information per second but it's effective for space storage even though it takes more time to load the information density.

69. Dramatic Sequence: A sequence that a five-act play follows, including exposition, rising action, climax or turning point, falling action, and denouement or catastrophe.

70. One Shot: A sequence or scene that is captured in a single continuous take without any cuts or edits.

71. Overhead Shot Top View (Cenital): A perspective where the camera is fixed on top where you see the ground from above. Similar to bird's eye view.

72. Nadir View: Opposite of top view where you look directly from downward or beneath an object or scene.

73. Low-Angle View/Shot: A camera shot that is taken from a position below the subject's eye level, looking upward, making the subject feel superior.

74. High-Angle View/Shot: A camera shot taken from a position above the subject's eye level, looking downward, making the subject feel vulnerable.

75. Eye Level Shot: Also known as Neutral angle, it's a camera shot taken from a position at the subject's eye level.

76. Front View: A camera view that is positioned in front of the subject, and the subject is facing towards the camera.

77. Third-Fourth View (3/4): A camera shot or perspective that shows the subject at an angle of approximately 45 degrees from the front.

78. Profile View: A camera shot or perspective that captures the subject from the side where one side is visible and the other side isn't visible.

79. Back View: A camera view that captures behind the subject.

80. Subjective View: A camera view that copies the view of the character within the scene they are looking at. It puts the viewer in the position of the character's view in a scene.

81. Rule of Thirds: A composition of cinematography or photography technique on how to frame and arrange elements within an image or a scene to create a balanced and visually pleasing composition in one of the four intersected points.

82. Close-Up Shot: This shot focuses on a single subject, often showing only their face or a specific detail. It's used to capture emotions, expressions, or intricate details.

83. Extreme Close-Up Shot: This shot is even closer than a close-up and might capture just a part of the face or an object, emphasizing the tiniest details, such as an eye or a hand.

84. Medium Close-Up Shot: A medium close-up shows a subject from the chest or waist up. It's often used for dialogues or to capture a subject's body language.

85. Medium Shot: It shows the subject that is framed from the waist up. It's a versatile shot for showing the subject's body and surroundings.

86. Medium Long Shot: A medium long shot shows the subject from the knees up, providing more context while keeping the subject in focus.

87. Long Shot: In a long shot, the subject appears smaller in the frame, showing their full body and some of the surroundings. It's used for situating the subject within their environment.

88. Extreme Long Shot: Also known as a wide shot, it places the subject within a vast landscape, emphasizing the surroundings and the subject's smallness within it.

89. Over-The-Shoulder Shot: This shot is framed over the shoulder of one character, often capturing another character or object in the foreground. It's commonly used in conversations.

90. Isometric View: It creates a 2D image that shows 3D objects and scenes without distorting the perspective.

91. Vanishing Point: A point on the horizon line where parallel lines, when extended, appear to converge and "vanish" into the distance providing depth and 3D onto a 2D plane.

92. Role-Playing Game (RPG): A genre of video game that allows players to take on the role of a character within a fictional world in a game.

93. Shooter: A video game genre where you control the character to shoot weapons and kill opponents.

94. Simulation Game: A video game genre that replicates real-world or fictional scenarios and allows players to control or influence various aspects of those scenarios providing realistic or semi-realistic experiences.

95. 4X: A strategy genre video game that revolves around four primary gameplay elements: eXplore, eXpand, eXploit, and eXterminate.

96. Sandbox: It refers to a type of open-world game where players have significant freedom to explore, interact with the game world, and make choices whatever they want.

97. Head-Up Display (HUD): A graphical interface design often used in video games, simulations, and various applications to provide information to the player or user without obstructing the main view.

98. Parallax Scrolling: A technique often used in video games, web design and interactive multimedia that creates a visual effect by moving different layers or elements of images at different speeds as the user scrolls/moves the screen/page giving depth and immersion.

99. Sidescroller: A video game technique where the gameplay and action and the player or characters move horizontally within a 2D or 2.5D (two-and-a-half-dimensional) environment.

100. Pre-Rendered Graphics: It refers to a graphic image or animation that has been created in advance and stored as a static or pre-made visual asset.

101. Transmedia: A storytelling and media production technique that tells a single narrative or story across multiple media platforms. Sometimes it expands the stories and creates spin-offs.

102. Streaming: It refers to the method of transmitting or receiving multimedia content over the internet in real time without needing to download them.

103. Game Developer (Game Dev): A person who creates and designs a video game.

104. Game Publisher: A company that publishes and announces a video game to an audience.

105. Game Distributor: They handle the physical or digital distribution of games to retailers, online stores, and platforms

106. Game Designer: They create the overall game concept, including gameplay mechanics, rules, and player experiences.

107. Game Tester: They play a game to identify and report bugs, issues, and gameplay problems to the developers and their teams.

108. Triple A (AAA): A game that's produced and developed by major game companies with a huge quality, high budget and huge teams.

109. Indie (Independent): A game developed and produced by independent game developers or small studios without the financial and support of major publishers.

110. Vector Image: Elements that consist of mathematically lines and curves named as vectors. It's useful for varying size and maintaining the quality of the image.

111. Bitmap/Raster Image: A digital image composed of individual pixels arranged in a grid. Each pixel contains specific color information like brightness, etc.

112. Subtractive Color: A color theory that subtracts or absorbs certain wavelengths of light from white. The primary colors are Cyan, Magenta, Yellow and Key (Black) as CMYK. They are useful for printing.

113. Additive Color: A color theory that adds different intensities of red, green and blue light. The main colors are Red, Green and Blue (RGB), when added together, they create white color. They are useful for digital displays, digital drawings etc.

114. Grayscale: A range of shades between black and white in an image. Sometimes it's used to show shadow, highlights and midtones for drawing, photography and showing depth before adding main colors.

115. Key/Main Light: A primary light source that illuminates a subject.

116. Fill Light: A light source that's placed opposite the main light to reduce contrast or softening the shadows on the subject.

117. Rim Light/Backlight: A light source that's behind the subject to create a halo effect by highlighting the edges of the subject, separating them from the background.

118. Storyboard: A sequence of illustrations or images displayed in an organized order that depict how a story would happen in films, animations, and video games.

119. The Bible (Audiovisual): A reference or guideline document that has all the necessary information, guidelines and creative direction for the successful execution of a project like character descriptions, story arcs, etc.

120. Concept Art: An artistic design that an artist has a central idea or vision of the artwork, it helps convey what their final artwork would be.

121. Modeling: A process where one would model things in 3D using specialized software.

122. Shapes Studies: It's used to analyze the physiognomy of the characters that helps create their identity, personality and design.

123. Model Sheet: A set of drawings that serves as reference guide for artists and animators working on a character in an audiovisual project.

124. Turnaround Sheet: A set of drawings that depict a character from multiple angles like front, side, ¾ and back views. It's useful for understanding the depth and profundity of the character.

125. Expression Sheet: A set of drawings that focuses on various emotions of the character, like gesture and body language and facial expressions, in an audiovisual project.

126. Line Up: A sheet or illustrations of all primary and secondary characters from the same project on an imaginary floor side by side for easy size comparison and references.