

## Definitions:

Vertex – a vector in  $R^3$

Face – a collection of 3 or more coplanar vertices defining a polygon

Texture – an image mapped onto the surface of a model

Model – a collection of faces

Object Space – a space that ranges from -1 to 1, in 2 or 3 dimensions.

World Space – the virtual space created by the computer

Camera Space – the projection of the 2D or 3D space onto a 2D screen

Color – either an actual color, such as red, green, or blue, or a 3-tuple

Open Source – A project that is open to the public to contribute and review.

Array – a list of items; a  $n * s$  size block of memory, where  $n$  is the number of items in the list and  $s$  is the size in bytes of a single item.

## Works Cited

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