

1	10	180	(0,0,0)	(1,1,1)
2	24	200	(1,0,0)	(0.5,0.5,0.5)
3	30	480	(0,1,0)	(1,0.5,1)
4	32	700	(0,0,1)	(0,0,0.5)
5	64	1024	(1,1,0)	(0,0.5,0.5)
6	72	2048	(0,1,1)	(0.5,0,0.5)
8	128	8000	(1,0,1)	(0.5,1,1)
		8,000,000		

A	A.L.U. away from you array	aliasing aspect ratio approximating	ambient light additive Adobe	absolute angle
B	bevel bank	blue blobby surfaces	bump mapping behavioral	brighten
C	CMYK compression cut control points C.P.U. compositing	C.R.T. code cross-dissolve cyan cloning	camera position color color clipping planes continuity	camera direction cloning CAD/CAM Cartesian cels
D	diffuse diskette double buffering	direction draw depth of field	directional light drop-off Disney	displacement mapping darken down
E	edit points emission	electrons evolving	extrude executable	environment map
F	Fortran freezing faster	forward kinematics filtering far	frame buffer fade	focal plane frame
G	gif	green	gamut	gzip
H	highlight HSV	home	histogram	heading
I	intensity image processing infinite light	inter-object reflections image plane infinite	inverse kinematics interpolating image mapping	incandescence
JK	java	keyframe	jpeg	
L	layers line left luminosity	local frame look at lathe	landscape look from loft	laser light line of sight
M	magenta machine language	motion blur morphing	metamer motion capture	memory megahertz
NO	netscape near	none	normal	orthogonal
P	parallel perspective pixel parent projection planar pink	parametric curve physical simulation point penumbra pitch portrait phosphor	primaries procedural polygon point personal computers procedural textures	parametric surface pivot position point light pan Pixar
Q	quadrilateral	quota	quantization	
R	red .rgb ray caster raster graphics right	reflection rotation ray tracer rendering	refraction roll RGB relative	revolve ramp radiosity

S	scaling	spectrum	shear	sketch
	skin	storyboard	shadows	spotlight
	spread	spectrum	supercomputers	single-buffering
	shot	slower	scene	slow-in//slow-out
	sequence	sweep	subdivision surfaces	secondary
	subtractive	subroutine		
T	tessellation	transition	to your left	to your right
	toward you	transfer	translation	transmit
	triangle	twist	texture mapping	tension
U	up			
V	vertex	vi	value	
W	Windows	wire	white	world frame
	wireframe	wipe		
X	X			
Y	yellow	Y	yaw	YIQ
Z	zero	zip disk	Z-buffer	
Z	Z	zoom		