2D: Two Dimensional. Flat, may refer to bitmap or flat vector graphics (see below.)
3D: Three Dimensional. A representation of objects or images with width, height, and depth.
Aliasing: “stair-stepping” effect created when edges of objects in a 2D images aren't softened.
Anti-aliasing: Using intermediate shades and colors of pixels to soften aliasing effects on graphics.
Axis (Plural Axes): The main directions--left/right, up/down, close/far. Usually called X, Y, and Z.
Bitmap: Graphics where colors are laid out in a grid pattern, usually used for screen display. A bitmap image.
Bump Map: A shaded image that gives a renderer information about how to shade a 3D object to simulate surface roughness or deformation.
Contrast: amount of variation in shade and color that allow visual distinction between near objects.
Coordinates: The specific location of something within the graphics area.
Deformation: A change to an object’s shape, size, angle, or position. Usually a change in shape.
Edge: Lines between points in a 3D object’s mesh.
Face: The polygon formed between vertexes and edges in a mesh.
Mesh: The “wire frame” that defines the shape of a 3D object.
Fiber: a “hair” or similar linear, flexible 3D object with behavior programming controlling its shape and position.
Geometry: The overall shape of a 3D object, or the shape of a particular part of its mesh.
Graphics: computer images, or more generally, images whether on the computer or not.
Hiding: Removing some items from display to allow others to be seen more easily.
Mask: A way of marking parts of an object or image to prevent them from being edited.
NURB: A vertex used as a control for the shape of a calculated curve.
OBJ: a mesh in Lightwave .obj file format. (popular format for exchanging 3D meshes between programs.)
Ortho, Orthogonal: Representation of objects on screen without perspective.
Perspective: A simulation of diminishing size with distance when representing 3D objects on the computer.
Quad: A face with four sides.
Render: Create a 2D image of a scene of 3D objects.
Rotation: Changing the angle of an object.
Scaling: Changing the size of a graphics object.
Snap: Computer inferring the location to connect something to based on how near the pointer is to that item or point in its coordinate space. Used to make up for inaccuracy in positioning the pointer, or computer calculations of position.
Solid Geometry: a means of building up 3D objects out of basic 3D shapes by adding and subtracting them from each other, as if through physical mechanical processes like welding, machining, casting, etc.
Texture: Information about how a 3D object interacts with light--reflections, roughness, etc. Also, can refer to color information applied to a 3D object, e.g. a UV Map.
Translation: Moving an object, usually without changing its size or angle.
Tri, Triangle: A face with 3 sides.
U-V or U-V Map: A 2D image “wrapped” on to a 3D object.
Vector: A single line that is stored with a position relative to other items, a relative size, and an angle that it’s at.
Vector Graphics: Images defined by lines that have a relative size and a set angle, which can be scaled larger or smaller.
Vertex (plural Vertices): A point in a 3D object. Connects to edges, forms the corner of a face.