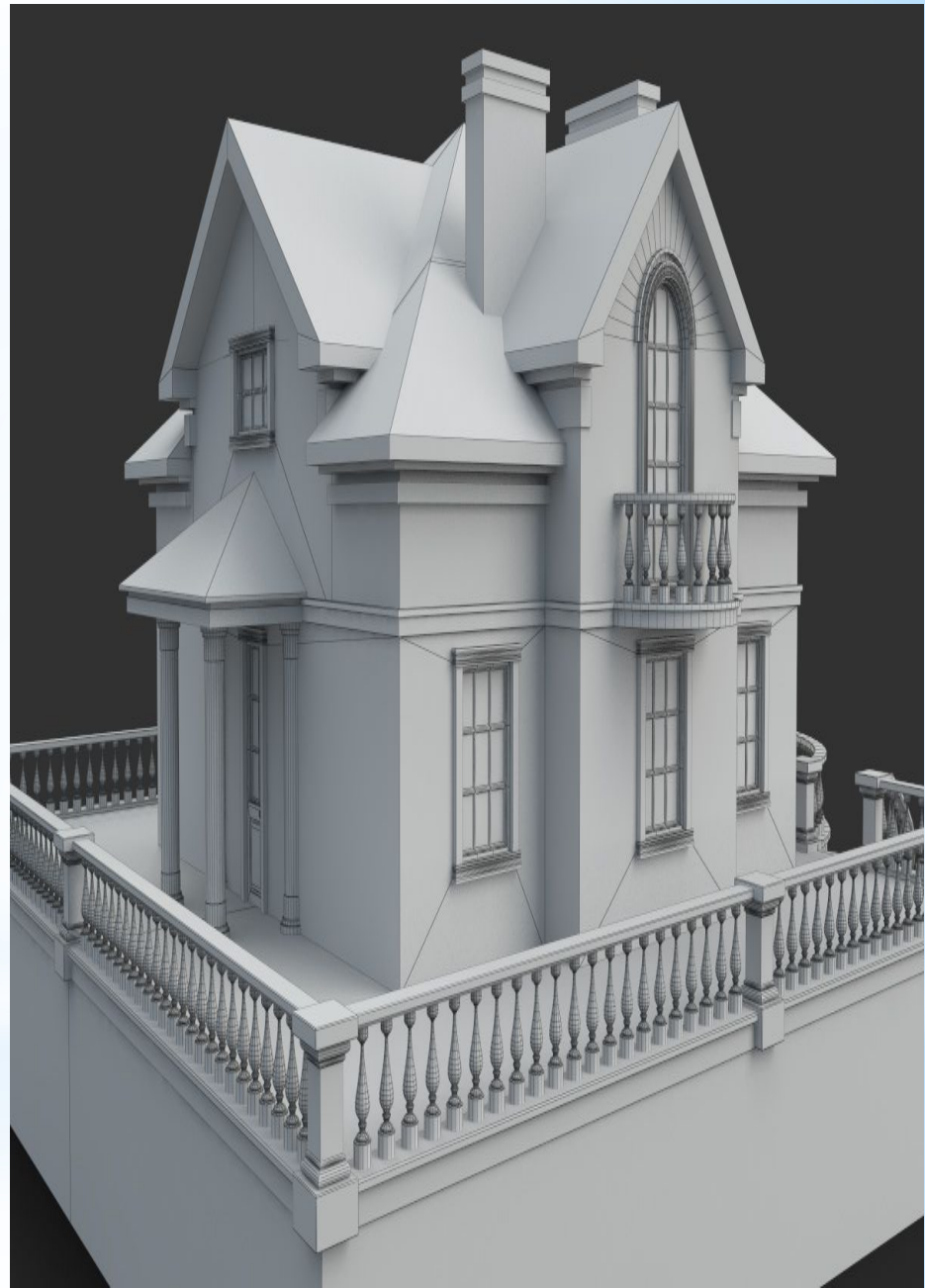


\* 3D computer  
graphics

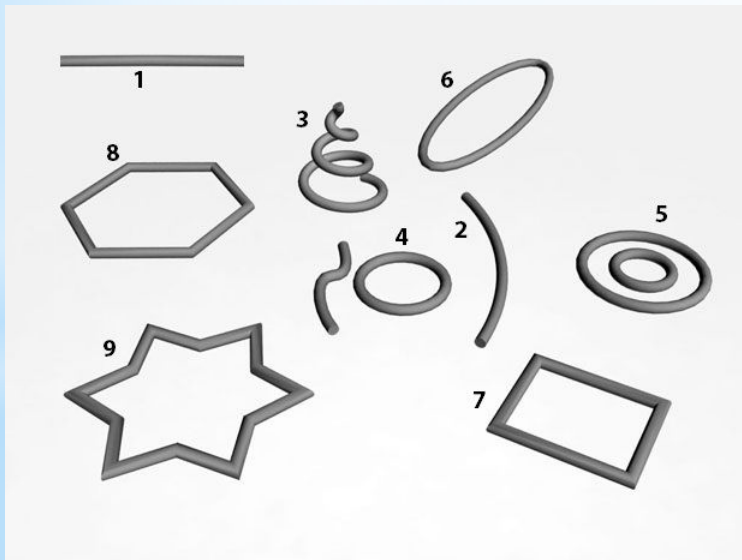
**Three-dimensional computer graphics**-Section of computer graphics, a set of methods and tools (both software and hardware) designed to image volumetric objects.



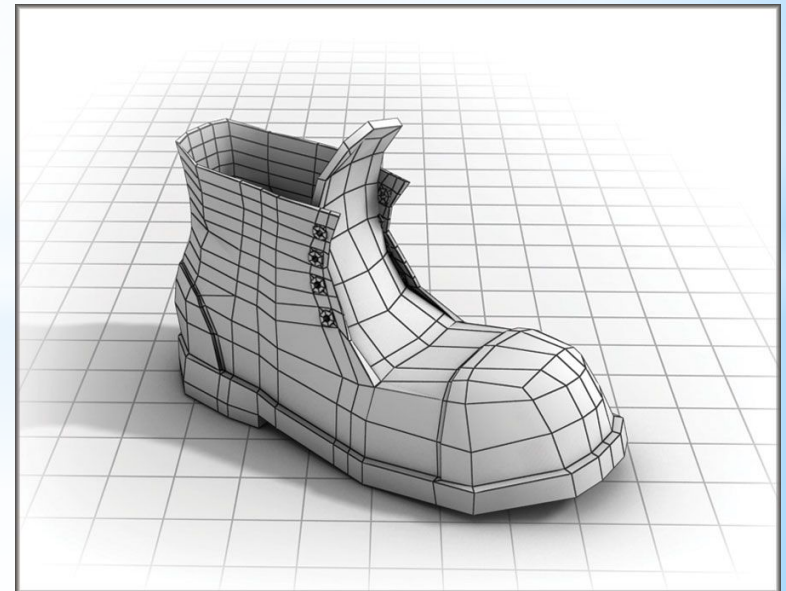
- 3D computer graphics



- Spline modeling - modeling it mathematically smooth lines - splines.



- Polygonal Modeling - this alignment angles, vertices of polygons in three-dimensional space.

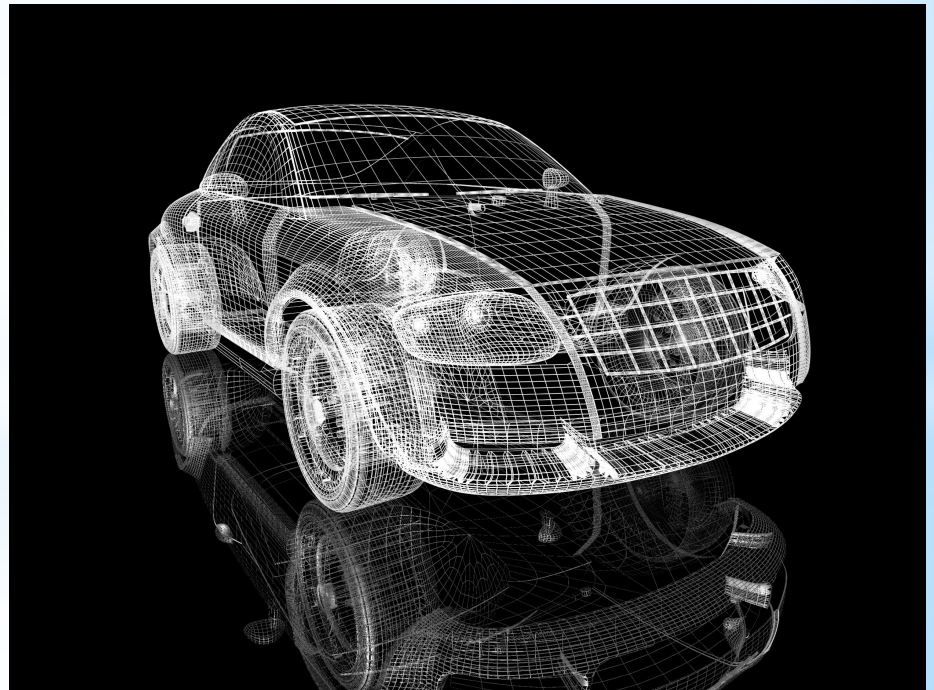


# Disadvantages:

1) significant amount of files

2) Program dependency

3) High cost of various 3-D editors



# Advantages:

1)Realism of the picture

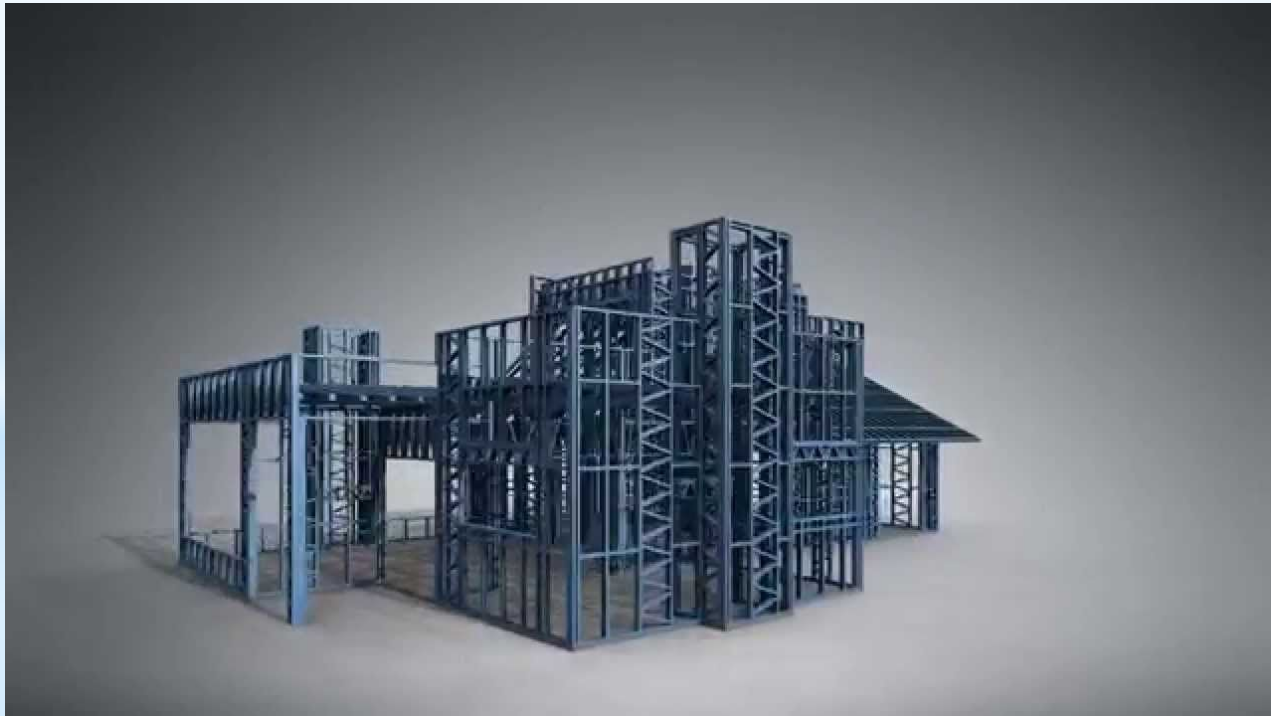
2)The ability to use three-dimensional objects to create applications

# Difference 3D from 2D

It includes the construction of a geometric projection of three-dimensional model of the scene on the plane (for example, a computer screen) using specialized software. This model can both meet the objects of the real world (cars, houses, hurricane, asteroid), and to be completely abstract

# To obtain three-dimensional images are required for the steps of the plane:

- Modeling - creation of three-dimensional mathematical model of the scene and the objects in it.
- Rendering (visualization) - construction of the projection in accordance with the selected physical model.





# \* Dictionary

- Volume-объемные;
- Spline modeling-сплайн моделирование;
- Smooth lines-плавные линии;
- Polygonal modeling-полигональное моделирование;
- Vertices-вершины;
- Angles-углы;
- Alignment-выравнивание;
- significant amount of files-значительное количество файлов;
- Editors-редакторы;
- Three-dimensional-трехмерные;

\*Thank you for  
attention!