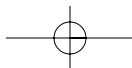
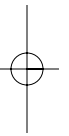
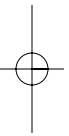


Do Not Print This
Page



G

Glossary

.3DS	3D Studio mesh object file format.
.3OZ	World Builder object file format.
.AW B	World Builder release 2.0 Scene file format.
.DEM	File format containing ground topology information. Files can be VistaPro or United States Geological Survey source.
.L	World Builder l-systems object file format.
.ODB	World Builder library file format.
.PRJ	World Builder release 1.0 project file format.
.VUE	3D Studio Camera and light animation data file format.
.ZBF	World Builder Image with Z-Buffer file format.
Animatable Parameters	Object parameters that can have keyframes assigned to them. Any animatable parameter will have a color coded Animation Status Indicator. around the field. See Animation Status Indicator.
Animation Control Group	On-screen Tool palette which is used to create keyframes, delete keyframes, playback and navigate the animation timeline and set the animation length.
Animation Edit Group	The on-screen tool palette that is used to scale, move, align and create keyframes. You can also edit keyframe parameters, tension, continuity and bias for individual keyframes.
Animation Status Indicator	A colored border that identifies animatable parameters in a Property Page. Usually located on the top and left of a control.
Animation Wizards	Special purpose animation tools specifically designed for camera animation along Road Objects
Area	An enclosed shape Portion drawn onto a Landscape that can contain texture maps as well as procedural and mesh Scattered objects Areas are drawn using linear splines from an orthographic top view, and are accessed in the Area Editor.
Area Editor	Non-modal window allowing access to Area contents, shape and size. Area creation and editing are done here.
Atmosphere	Scene Property that contains procedural atmospheric effects
AVI Maker	Image compiler for creating .avi files from a series of supported image files.

Background Filter	A pre processing or post processing filter that places a bitmap in the background of a rendered image.
Clouds Layer	Procedural clouds that can be placed at any altitude in the scene.
Current Object	Object in the Object Tree whose parameters are listed in the Property Tree. A current object is outlined with a black rectangle and is made current by clicking on it in either the Object Tree or in the viewports
Current Property	One of the several possible sets of properties (parameters) that are associated or may be added to an object. Its parameters are displayed in the Property Page.
Current Track	The currently selected parameter in the Property Page that has keyframes applied. The Track View can only display one track(animated object) at a time.
Evolving plant	L system plant with special animation controllers for plant growth and movement.
Fetch	Command that restores the Hold buffer.
First Step	Command used to unhide all scene objects that were hidden and placed in a temporary Z-buffer by the Incremental Design Step Forward process. Also known as Step Backward.
Flipboard	2 dimensional object that contains a bitmap of an object (such as a tree) as a representation of that object to save memory and processing time while rendering. The Flipboard can automatically align itself to the camera.
Fog	Procedural atmosphere shader that adds fog to a scene rendering.
Footprints	Feature that deforms Landscape mesh geometry based on the shape of a 3DS mesh object.
Gamma Correction	Post Processing filter for gamma correction to adjust the brightness distribution of the image.
Grass	A procedural particle system for generating grass in a Landscape Area.
Grid1	The smallest grid unit displayed in a Viewport.
Grid10	The largest grid unit displayed in a Viewport. It is ten times larger than Grid1.
Group	Command that both groups Selected Objects, and creates a new group name in the Object Tree.
Hold	Command that saves the project to a temporary buffer. This, together with Fetch, provides a type of undo.

G

Glossary

HSV	Post processing filter that tunes the hue, saturation, and value of the image.
Incremental Design	Procedure for optimizing the interactive and rendering performance of World Builder while creating or editing a scene. See Step Forward, Step Backward.
Insert	Command to add a Property to the Property Tree, or to add an item to the Library Tree.
Interpolator	Type of keyframe interpolation chosen in the Key Parameters dialog: linear or spline.
Into	Object Tree command that makes the Selected Object a child of the Current Object.
Job file	ASCII text file used for scripting single machine or networked animations.
Landscape	World Builder's deformable mesh object that forms the ground surface model. The landscape's form is dictated by the active skeleton lines that are within its world Z projection region, and by the Skin parameters.
Landscape Erosion	Procedural water and wind erosion effect applied as a Skin Property.
Landscape Picture Profile	Displacement mapping applied as a Skin Property.
Layered Two Color Fog	Procedural shader that adds layered fog to a rendering applied as a Scene Property.
Library	File for categorizing and storing materials, meshes, procedural objects, etc. in World Builder.
Light source	Point, parallel, or spot light source for the scene.
L-Systems	A method of creating parametric objects based on a guided marking object called a turtle.
Manipulator	Tool for adjusting the transformations of an object.
Material	Surface attributes of a given object applied to Areas or entire Landscapes. The Material Page in the Property Editor displays the type of shader assigned to the object.
Max Communications Object	A special management object that provides a dynamic link between World Builder and 3DStudio Max.
Mesh Object	Non-procedural polygonal meshes that have been imported from external files or brought in from a Library. These typically originate in other 3D programs.

Node	Each selectable level of the hierarchy in the Property Tree.
Object Tree	Hierarchical listing of all objects in the project, with the Scene object being the parent.
Panorama Object	Set of six cameras and controller object that are used to generate either a cubic or spherical mapped panorama view of a scene.
Panorama Viewer	Utility for compiling and viewing 3d navigable environments created by Panorama Objects
Panorama, Cubic	Cubic projection. Produced by adding six cameras which are attached to a single target. Produced by Panorama object when the Cube option is enabled. This produces 6 images which are combined in the Panorama viewer.
Panorama, Cylindrical	Cylindrical projection Produced by a Vista Point object.
Panorama, Spherical	Spherically adjusted Cylindrical projection. Produced by Panorama object when the Sphere option is enabled. This produces a single bitmap that can be used by other panorama programs.
Placing Conditions	Standard dialog that allows placement of an object based on scene conditions.
Plant Deformers	Animation controls for plant objects. Three types: Trunk Oscillations, Plant Parts Oscillations, and Wind Manager.
Property Editor	Right hand column of the World Builder interface containing the Object Tree, Property Tree, Tools and Property Page.
Property Page	Bottom portion of the Property Editor where the Current Property parameters are displayed.
Property Tools	Toolset used to edit the Property Tree and Property Page parameters, accessed by the buttons or by a context menu.
Property Tree	Hierarchical listing of the properties associated with the Current Object.
Redirection	Utility for editing path information (maps, projects, etc.) that allows World Builder to find Scene elements such as bitmaps
Road	Flat, parametrically defined mesh object created from a Road Template. Roads effect Landscape topology. See Sidewalk
Road Template	Unique Skeleton Line used to generate Road objects on a Landscape based on topology and slope inclination.

G

Glossary

Scene	The working space in World Builder that contains all project entities and is the parent of all objects in the scene. This is the basic dataset consisting of the Scene object and all of its sub-objects. Scenes are stored in Scene files (*.AWB).
Settings	Landscape parameters that define the number of points, drawing options, and detail for the landscape's mesh geometry.
Shader	The type of shading model used to define the surface characteristics of an object.
Sidewalk	Road parameter that allows Area contents such as Grass to partially cover the edges of Roads.
Skeleton line	Linear splines that define the profile of the Landscape mesh. Skeleton lines can be open or closed and can define peaks, ridgelines, contours, etc.
Skin	Command used to build and determine the shape and characteristics of the Landscape surface geometry as it is formed over the Skeleton Lines.
Sky	Procedural scene object that places a sky and clouds in the background of a rendered image.
Stars	Sky object property that generates stars that mix with the sky.
Step Backward	Command used to unhide all scene objects that were hidden and placed in a temporary Z-buffer by the Incremental Design Step Forward process. See Step Forward.
Step Forward	Command in the Incremental Design process that hides all scene objects and converts the current window's rendered image to a temporary Z-buffer. See Step Backward.
Tagged Object	Object in the Object Tree that is highlighted in blue and able to have Object Tree commands (Hide, Show, Delete, Rename, Group, Into, and Ungroup) performed on them.
Time Ruler	Timeline of the current animation in the Track Editor.
Track Editor	Toolset for editing animation keys.
Ungroup	Ungroups Selected Objects in the Object Tree.
Vista Point	Location points for Cylindrical Panoramas and for Road objects
Water Object	Scene object that represents water and provides procedural control over reflection, refraction, ripples and animation.

Glossary

Window Region	The screen area that contains the Library windows and the Viewport windows.
Z-Buffer	Rendered image containing depth information. New objects can be added to a Z-buffered image and appear behind previously rendered objects. This extends the traditional z-buffer concept which only contains depth information but no rendered image.