

Face (3D Object)

In 3D graphics the term *Face* refers to an object described by three [vertizes](#). Essentially it is a triangle in three-dimensional space. As such it has a surface but no volume. The two sides of the face are independently attributed. For example can one side (face) of the triangle have a different [texture](#) than the other (or even none while the other has one).

[[Games Database](#)] [[Game Tech](#)]

From:

<https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name** / **www.mobile-infanterie.de**

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:game_tech:face&rev=1704659288

Last update: **2024-01-07-20-28**

