

Vertex

A Vertex is a term of computer graphics, meaning a usually three-dimensional, but also two-dimensional point, very similar to a point in a mathematical three- or two-dimensional space. A vertex by itself is usually not visible. It may be depicted in 3D modeling tools, to make working with them easier. But normally they are only used as a means to technically describe three-dimensional objects, such as edges, [faces](#) or polyhedra ([mesh](#)).

Just like a mathematical point a vertex has no width, height or depth, in contrast to a [voxel](#).

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