DICTIONARY OF BASIC BLENDER TERMS

This is a very simplified Blender term dictionary. It is meant to give beginners a quick overview of useful terms so they can more easily understand the basics terms and thus the concepts.

General:

TERM	DEFINITION
2D	Two dimensional.
3D	Three dimensional.
3D printer	A machine which creates physical 3D Objects from a data file.
CAD	Computer Aided Design software.
geometry	The layout structure of an Object, its Vertices/Edges/Faces.
library	A collection of pre-built Objects, also known as "Resource"s.
low-poly	An Object with minimal geometry, thus 'low polygon count'.

Coordinate system:

TERM	DEFINITION
3D Cursor	A moveable point on the coordinate system, often used for Object pivoting, creation location, and origin placement.
axis	A line of directional movement in a geometric plane; X, Y, Z.
Axes	Plural of "Axis".
normal	A vector perpendicular to a surface indicating its direction.
unit	The base system and scale used for measurement values.
X	Left(-)/Right(+) axis.
Y	Front(-)/Back(+) axis.
Z	Bottom(-)/Top(+) axis.

Object terms:

TERM	DEFINITION
Bezier	A techniques for representing curves.
curve	An Object whose structure has segments and control points.
edge	A straight line which connects any two Vertices.
edge loop	A series of connected edges forming a path around an Object.
empty	A single vertex coordinate point, usually used for reference.
face	A plane which has three (or more) Vertices for end points.
mesh	An Objects structure, consisting of Vertices, Edges and Faces.
N-gon	A Face that contains more than four Vertices.
NURBS	A techniques for representing curves.
object	A physical item with structure and material properties.
origin	The point where all other points of an Object relates from.
plane	A 2D surface having three (or more) Vertices for end points.
pivot	The point on which an Object rotates, often its Origin.
primitive	A simple shape which can be used to build other shapes with.
quad	Having 4 of something. Such as quadrilateral, a 4-sided shape.
topology	Arrangement of Vertices, Edges, and Faces which defines the shape.
triangle	A plane which has three Vertices as its end points.
vertex	An individual connection point of a surface.
vertices	Plural of "Vertex".

Object properties:

TERM	DEFINITION
dimension	The measurements of an Object, stated in Units.
location	The position of an Object on a coordinate system.
material	An Objects color and other optical properties.
rotation	The amount of angle as an Object travels around its pivot point.
scale	A change in the overall size of an Object.
texture	A pattern or deformation which affect the material properties.
transform	A change in an Objects location, rotation, or scale properties.
UV-map	A 2D image used to texture a 3D Object.

Object operators:

TERM	DEFINITION
apply	Making transformations, constraints, or modifiers 'permanent'.
duplicate	Make a copy, usually an Object.
contraint	A method to control one Object with data from another Object.
extrude	Extending a surface while keeping the original surface intact.
join	An operation to merge multiple Objects into one Object.
link	To "Use the same data". Changes affect all linked Objects.
mirror	Modifications on one side of an axis are also made to the other.
modifier	A method which alters the behavior of an Objects properties.
separate	Detaching part of an Object, usually to become its own Object.
snapping	Moving something directly to a precise location.
subdivide	Divide up an Edge or Face into 2 or more sections.

Object relationships:

TERM	DEFINITION
ancestor	Any parent and higher parents of an Object.
child	An Object which can be influenced by another Object (its 'parent').
descendant	Any or all offspring (children) of an Object.
FK	Forward Kinematics. Moving from parent bones to the child bones.
hierarchy	The order in which parents and offspring occur.
IK	Inverse Kinematics. Moving from child bones to the parent bones.
parent	An Object which can influence other Object(s) (its 'children').

Scene properties:

TERM	DEFINITION
animation	A series of still frames played rapidly to simulate movement.
camera	An Object which collects the visual scene data.
collection	Folder for a group of Objects included in the Blender file.
FPS	Frames Per Second. The playback speed of a video or animation.
frame	One point in time (a 'scene') of a video or animation.
keyframe	The data for a single Object in one frame of a video or animation.
layer	Allows effects to be applied for different layer Objects.
light	An Object which produces illumination.
project	All Objects in a Blender file, including any linked files.
scene	The collection of Objects to be processed together.

Physics:

TERM	DEFINITION
collision	An event where two or more Objects make contact with each other.
rigid body	Object that does not deform or change shape.
soft body	Object that can bend, deform, be altered by collisions or forces.

Rendering:

TERM	DEFINITION
Cycles	Slower render engine, much higher quality
Eevee	Faster render engine, lower quality.
render	The process of generating an output to an image or video.