

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.

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

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

From:

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

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:game_tech:vertex&rev=1704659105

Last update: **2024-01-07-20-25**

