Blender Words You Will Hear

3D modeling vocabulary

Word	Meaning
Vertex	a single point in 3D space
Edge	a line joining two vertices
Face	a flat surface made from edges
Mesh	a shape built from vertices, edges and faces
Extrude (E)	pull a face out to make new geometry
Loop cut (Ctrl + R)	add a ring of edges around a shape
Modifier	an effect added to an object, such as Subdivision Surface
Material	the color and surface look of an object
UV map	a flat map that tells a texture how to wrap a shape
Render engine	the part that draws the final picture, such as Eevee or Cycles

Tip: Edit mode changes the points of a shape. Object mode moves the whole shape.

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