

Unit 20 Graphics and design

- 1 raster
- 2 vector
- 3 resolution
- 4 CAD
- 5 wireframes
- 6 texturing
- 7 rendering
- 8 3-D
- 9 computer animation
- 10 solid modelling
- 11 toolbox
- 12 filters
- 13 compositing

- a Using
- b drawing
- c using
- d exciting
- e make
- f become
- g display
- h drawing
- i painting
- j creating
- k adding
- l combining
- m create