

《计算机英语高级词汇 · Video》

3D (Three Dimensional , 三维) 3DS (3D SubSystem , 三维子系统) AE (Atmospheric Effects , 雾化效果) AFR (Alternate frame Rendering , 交替渲染技术) Anisotropic Filtering (各向异性过滤) APPE (Advanced Packet Parsing Engine , 增强形帧解析引擎) AV (Analog Video , 模拟视频) Back Buffer (后置缓冲) Backface culling (隐面消除) Battle for Eyeballs (眼球大战 , 各3D图形芯片公司为了争夺用户而作的竞争) Bilinear Filtering (双线性过滤) CEM (cube environment mapping , 立方环境映射) CG (Computer Graphics , 计算机生成图像) Clipping (剪贴纹理) Clock Synthesizer (时钟合成器) compressed textures (压缩纹理) Concurrent Command Engine (协作命令引擎) Center Processing Unit Utilization (中央处理器占用率) DAC (Digital to Analog Converter , 数模转换器) Decal (印花法 , 用于生成一些半透明效果 , 如 : 鲜血飞溅的场面) DFP (Digital Flat Panel , 数字式平面显示器) DFS (Dynamic Flat Shading , 动态平面描影 , 可用作加速) Dithering (抖动) Directional Light (方向性光源) DME (Direct Memory Execute , 直接内存执行) DOF (Depth of Field , 多重境深) dot texture blending (点型纹理混和) Double Buffering (双缓冲区) DIR (Direct Rendering Infrastructure , 基层直接渲染) DVI (Digital Video Interface , 数字视频接口) DxR (DynamicXTended Resolution , 动态可扩展分辨率) DXTC (Direct X Texture Compress , DirectX纹理压缩 , 以S3TC为基础) Dynamic Z-buffering (动态Z轴缓冲区 , 显示物体远近,可用作远景) E-DDC (Enhanced Display Data Channel , 增强形视频数据通道协议 , 定义了显示输出与主系统之间的通讯通道 , 能提高显示输出的画面质量) Edge Anti - aliasing (边缘抗锯齿失真) E-EDID (Enhanced Extended Identification Data , 增强形扩充身份辨识数据 , 定义了电脑通讯视频主系统的数据格式) Execute Buffers (执行缓冲区) environment mapped bump mapping (环境凹凸映射) Extended Burst Transactions (增强式突发处理) Front Buffer (前置缓冲) Flat (平面描影) frames rate is King (帧数为王) FSAA (Full Scene Anti - aliasing , 全景抗锯齿) Fog (雾化效果) flip double buffered (反转双缓存) fog table quality (雾化表画质) GART (Graphic Address Remapping Table , 图形地址重绘表) Gouraud Shading (高洛德描影 , 也称为内插法均匀涂色) GPU (Graphics Processing Unit , 图形处理器) GTF (Generalized Timing Formula , 一般程序时间 , 定义了产生画面所需要的时间 , 包括了诸如画面刷新率等) HAL (Hardware Abstraction Layer , 硬件抽象化层) hardware motion compensat

[翻译] [词汇] [英语] [学习]

ion (硬件运动补偿) HDTV (high definition television, 高清晰度电视) HEL (Hardware Emulation Layer, 硬件模拟层) high triangle count (复杂三角形计数) ICD (Installable Client Driver, 可安装客户端驱动程序) IDCT (Inverse Discrete Cosine Transform, 非连续反余弦变换, GeForce的DVD硬件强化技术) Immediate Mode (直接模式) IPPR (Image Processing and Pattern Recognition, 图像处理和模式识别) large textures (大型纹理) LF (Linear Filtering, 线性过滤, 即双线性过滤) lighting (光源) lightmap (光线映射) Local Peripheral Bus (局域边缘总线) mipmapping (MIP映射) Modulate (调制混合) Motion Compensation (动态补偿) motion blur (模糊移动) MPPS (Million Pixels Per Second, 百万个像素/秒) Multi-Resolution Mesh (多重分辨率组合) Multi Threaded Bus Master (多重主控) Multitexture (多重纹理) nerest Mipmap (邻近MIP映射, 又叫点采样技术) Overdraw (透支, 全景渲染造成的浪费) partial texture downloads (并行纹理传输) Parallel Processing Perspective Engine (平行透视处理器) PC (Perspective Correction, 透视纠正) PGC (Parallel Graphics Configuration, 并行图像设置) pixel (Picture element, 图像元素, 又称P像素, 屏幕上的像素点) point light (一般点光源) point sampling (点采样技术, 又叫邻近MIP映射) Precise Pixel Interpolation (精确像素插值) Procedural textures (可编程纹理) RAMDAC (Random Access Memory Digital to Analog Converter, 随机存储器数/模转换器) Reflection mapping (反射贴图) render (着色或渲染) S端子 (Seperate) S3 (Sight、Sound、Speed, 视频、音频、速度) S3TC (S3 Texture Compress, S3纹理压缩, 仅支持S3显卡) S3TL (S3 Transformation & Lighting, S3多边形转换和光源处理) Screen Buffer (屏幕缓冲) SDTV (Standard Definition Television, 标准清晰度电视) SEM (spherical environment mapping, 球形环境映射) Shading (描影) Single Pass Multi-Texturing (单通道多纹理) SLI (Scanline Interleave, 扫描线间插, 3Dfx的双Voodoo 2配合技术) Smart Filter (智能过滤) soft shadows (柔和阴影) soft reflections (柔和反射) spot light (小型点光源) SRA (Symmetric Rendering Architecture, 对称渲染架构) Stencil Buffers (模板缓冲) Stream Processor (流线处理) SuperScaler Rendering (超标量渲染) TBFB (Tile based frame Buffer, 碎片纹理帧缓存) texel (T像素, 纹理上的像素点) Texture Fidelity (纹理真实性) texture

[研究] [翻译] [词汇] [英语] [学习]

swapping (纹理交换) T&L (Transform and Lighting, 多边形转换与光源处理) T-Buffer (T缓冲, 3dfx Voodoo4的特效, 包括全景反锯齿Full-scene Anti-

Aliasing、动态模糊Motion Blur、焦点模糊Depth of Field Blur、柔和阴影Soft Shadows、柔和反射Soft Reflections) TCA (Twin Cache Architecture , 双缓存结构) Transparency (透明状效果) Transformation (三角形转换) Trilinear Filtering (三线性过滤) Texture Modes (材质模式) TMIPM (Trilinear MIP Mapping , 三次线性MIP材质贴图) UMA (Unified Memory Architecture , 统一内存架构) Visualize Geometry Engine (可视化几何引擎) Vertex Lighting (顶点光源) Vertical Interpolation (垂直调变) VIP (Video Interface Port , 视频接口) ViRGE (Video and Rendering Graphics Engine , 视频描写图形引擎) Voxel (Volume pixels , 立体像素 , Novalogic的技术) VQTC (Vector-Quantization Texture Compression , 向量纹理压缩) VSIS (Video Signal Standard , 视频信号标准) v-sync (同步刷新) Z Buffer (Z缓存)

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ion????????HDTV?high definition television????????HEL?Hardware Emulation Layer????????high triangle count????????ICD?Installable Client Driver????????IDCT?Inverse Discrete Cosine Transform????????GeForce?DVD????????Immediate Mode????????IPPR?Image Processing and Pattern Recognition????????large textures????????LF?Linear Filtering????????lighting????lightmap????Local Peripheral Bus????????mipmapping?MIP???Modulate????????Motion Compensation????????motion blur????????MPPS?Million Pixels Per Second????????Multi-Resolution Mesh????????Multi Threaded Bus Master????????Multitexture????????nerest Mipmap???MIP????????Overdraw????????partial texture downloads????????Parallel Processing Perspective Engine????????PC?Perspective Correction????????PGC?Parallel Graphics Configuration????????pixel?Picture element????????P????????point light????????point sampling????????MIP???Precise Pixel Interpolation????????Procedural textures????????RAMDAC?Random Access Memory Digital to Analog Converter????????Reflection mapping????????render????????S???Seperate?S3?Sight?Sound?Speed????????S3TC?S3 Texture Compress?S3????????S3???S3TL?S3 Transformation & Lighting?S3????????Screen Buffer????????SDTV?Standard Definition Television????????SEM?spherical environment mapping????????Shading????Single Pass Multi-Texturing????????SLI?Scanline Interleave????????3Dfx??Voodoo 2????????Smart Filter????????soft shadows????????soft reflections????????spot light????????SRA?Symmetric Rendering Architecture????????Stencil Buffers????????Stream Processor????????SuperScaler Rendering????????TBFB?Tile based frame Buffer????????texel?T????????Texture Fidelity????????texture

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