

ADJECTIVE VS ADVERB 3D MODELING

I present this comprehensive guide to master the use of adjectives after sense verbs (sound, feel, look) and adverbs after action verbs within our 3D design pipeline.

1. The Core Rule: Sense Verbs vs. Action Verbs

In our technical workflow, I separate verbs into two specific categories to avoid syntax errors in production notes:

- **Sense Verbs (Look, Feel, Sound):** These verbs function exactly like an assignment operator or an equal sign (=). They describe the state, quality, or appearance of an asset. Therefore, I always use an **ADJECTIVE** after them.
- **Action Verbs (Render, Sculpt, Code, Run):** These verbs describe a dynamic process or calculation. Therefore, I always use an **ADVERB** to modify them.

2. Comparative Examples in 3D Development

Below, I organize the common contrasts based on our industry vocabulary. I highlight the correct geometric and structural descriptors:

| Grammar Category | Incorrect Usage (Never Do This) | Correct Technical Usage |
|--------------------------------------|---|---|
| Sense Verb: LOOK | The viewport looks beautifully. | The viewport looks beautiful . |
| Action Verb (Modify Action) | I set the lighting beautiful. | I set the lighting beautifully . |
| Sense Verb: SOUND | The computer fan sounds loudly for me. | The computer fan sounds loud for me. |
| Sense Verb: LOOK (Proportion) | The character proportions look weirdly. | The character proportions look weird . |
| Action Verb (Performance) | The software runs slow. | The software runs slowly . |
| Sense Verb: FEEL (UI/UX) | The steering wheel asset feels plastically. | The steering wheel asset feels plastic . |

Note: I notice that sense verbs describe the asset properties, while action verbs define the performance speed or execution of tasks.

Technical Classroom Worksheet

Choose the correct grammatical option to complete each industry-standard production note:

1. The ambient occlusion map in the scene sounds **good / well**.
2. The programming lead codes the custom tool **good / well**
3. The new software feels **great / greatly**
4. The digital artist textures that model **beautifully / beautiful**
5. The technical animator speaks **softly / soft** during the presentation.
6. The final prototype looks **elegant / elegantly** in the high-resolution render
7. The development team celebrates and dances **happily / happy** at the project launch party
8. The game engine runs **perfect / perfectly**
9. That 3D character looks **weird / weirdly**
10. The game engine runs **perfect / perfectly**
11. This **soft / softly** tablet surface feels **great / greatly**
12. I modify the **bad / badly** mesh **quick / quickly**.
13. My new 3D workspace feels **excellent / excellently**.
14. I animate the main character **slow / slowly**.
15. I sculpt **bad / badly**
16. The technical lead runs the simulation **perfect / perfectly** because the asset looks **perfect / perfectly**