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Subject: Skin

Posted by [NeoSaber](#) on Sat, 26 Feb 2005 06:57:17 GMT

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msgtpainIf you're so positive you are correct, what is the rebuttal against all the major game makers using the term themselves? Are we suggesting that the primary users and developers of the technology in the gaming community are just ignorant? It is such a futile argument, that I'm actually quite amazed that you take the stance you do, warranto.. Do a simple search on the Internet, visit the developers sites, read all the documentation that they provide, then come back and tell me that they are all wrong, and you are right..

According to Discreet's Gmax User Reference, skins are the 3D mesh itself and not the texture applied onto it. A quick search of the user reference for the word 'skin' returns 18 entries. 17 of the 18 are all referring to the 3D mesh of a model or modifiers that bend that 3D mesh. 1 of the 18 entries uses the word skin like this:

Quote:Bitmaps are useful for creating many kinds of materials, from wood grains and wall surfaces to skin and feathers.

Quite literally referring to the look of biological skin and the way bitmaps can mimic the appearance. It would appear that in the documentation Discreet provided for the public, they do not consider a skin to be a texture. They define it as the mesh of the model itself.

Feel free to ignore me though, everyone else seems to when I bring this up.

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