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Subject: Skin

Posted by [Aircraftkiller](#) on Sun, 27 Feb 2005 21:23:19 GMT

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Quote:if I was to call it a skin or a texture you would know what I was talking about

If I call you an idiot, you'd know what I was talking about.

There is no technicality, a skin is an animation modifier.

Quote: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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