

---

Subject: Re: A note to all of renegade's texture designers

Posted by [JeepRubi](#) on Sat, 03 May 2008 01:51:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dthdealer wrote on Fri, 02 May 2008 02:59I find it funny that a texture is normally bigger in file size than the W3d file it is applied to.

Lol, textures are always much bigger than 3d models. Models have XYZ co-ordinates for the vertices and some face information. Textures have to give the specific colour out of a couple million for each pixel, which is sometimes over a million.

---