I see how calling cheaters "hackers" is a pretty misleading or whatever, but for as long as I have been around online gaming it has always been understood that a "skin" could equal a texture modification.

Granted I have only been in the online world for about 7-8 years, and some of you have obviously been around longer.

I would say the word "skin" is a good description of what he was looking for. If you disagree, just google search and see how many game websites have "skin" categories and what is in them...

I have done some re-textures myself, most probably would not like them, but "beauty is in the eye of the beholder".

When I searched for resources, "texture" was often the best keyword, to find good patterns. No where in my searches have I ever seen anyone say, "it's not called a skin"... For you more technical people I could see you like proper terms, but it is kinda arrogant to correct lesser informed people. When it is obvious what they mean.

I would say in my personal opinion the best uses would be as follows:

Texture = any pattern before applied to model

Skin = pattern that has been applied to specific model

Obviously calling the sky green is stupid, but that is a completely different idea.