
Subject: Re: Renegade Skin

Posted by [m1a1_abrams](#) on Sat, 30 Jul 2011 23:20:52 GMT

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"Skins" in this context comes from people modding games like Quake back in the day. It meant creating a new character or look, without altering the model. For example, turning the Quake guy into Spider-Man. I've never understood the hostility towards this definition, especially since it is so similar to a skin for a browser (it changes the look, but nothing else.) It makes sense to me, particularly because it's usually in reference to a humanoid character model. People don't tend to say they're going to "skin" a map.

Here's an example: Polycount circa 2000.

<http://web.archive.org/web/20000815070639/http://www.planetquake.com/polycount/> Everybody referred to a re-textured character model as a skin back then. It was, and still is, very widespread. If it was ever the incorrect usage of a term that described something else, at this point it has become a new definition of the word. It has even made it to the Wikipedia page for skin (disambiguation)

http://en.wikipedia.org/wiki/Skin_%28disambiguation%29

Quote:Computing

Skin (computing), a customized graphical presentation for computer software and websites
In computer graphics, skinning is a term commonly associated with texture mapping
In computer animation, skinning is attaching a mesh to a set of bones in skeletal animation

The very fact that Aircraftkiller is still having to correct people here, shows how futile it is to fight against new word definitions and slang, once they go mainstream. On other internet forums today, other people are asking questions about "skins", and there will never be enough time in the day to introduce all of these people to that picture of a dead bear.
