Subject: Star Wars to Renegade TC in need of skinners
Posted by boma57 on Sat, 21 Feb 2004 01:14:39 GMT
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AircraftkillerSkinners remove the skin of animals... Texture artists create texture maps for 3D games.

Textures? No, a texture is something in the real world that gives something an embossed feel or appearance. A texture does not literally exist in a digital world.

Digital representations of actual materials are what are applied to the digital depictions of polygonal shapes composing figures and icons in an electronic setting - Literally, they are neither skins nor textures.

Of course, that's if you're going to take everything literally - as you were. If you're going to behave like a normal person would, skinning and texturing are both homonymous jargon and properly used in the context of this thread.