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Subject: Star Wars to Renegade TC in need of skinners

Posted by [boma57](#) on Sat, 21 Feb 2004 03:15:11 GMT

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AircraftkillerTaximesAircraftkillerSkinners 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.

I care too much

As long as a word can be used and understood by a group in the same context, then it qualifies as either slang or jargon.

This is true whether you, or the literal interpretation from Mr. Webster, agree or not.

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