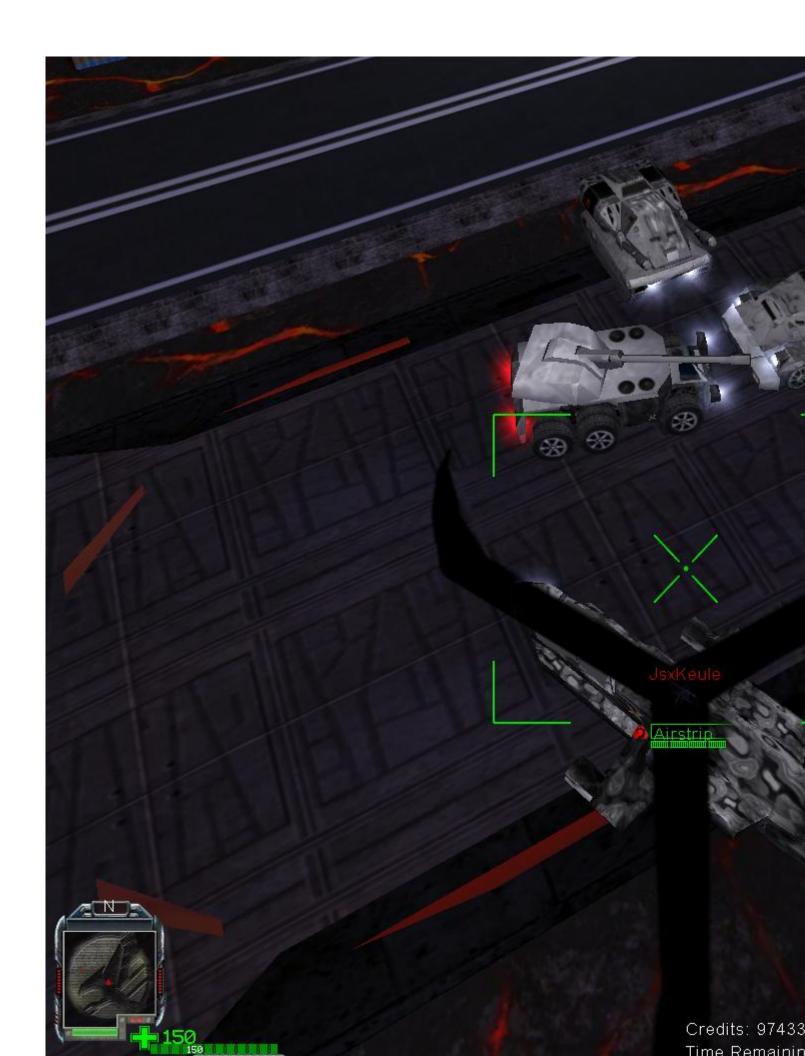
Subject: mip maps Posted by JsxKeule on Thu, 19 Mar 2009 22:12:22 GMT View Forum Message <> Reply to Message

maybe its not the right forum

but i experimented a little with mip maps and have now this one can you say me if you like it and the white looks like a reflection

File Attachments
1) mip maps.JPG, downloaded 221 times

Page 1 of 3 ---- Generated from Command and Conquer: Renegade Official Forums



i may sound ignorant but whats a mip map?

Subject: Re: mip maps Posted by Craziac on Fri, 20 Mar 2009 01:08:00 GMT View Forum Message <> Reply to Message

Essentially low-res (or low-intensity) reproductions of images to improve performance.

Ugh, Wikipedia owns me again: "In 3D computer graphics texture filtering, MIP maps (also mipmaps) are pre-calculated, optimized collections of images that accompany a main texture, intended to increase rendering speed and reduce aliasing artifacts."

Page 3 of 3 ---- Generated from Command and Conquer: Renegade Official Forums