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Subject: It's not a skin, it's a texture.

Posted by [NeoSaber](#) on Wed, 08 Dec 2004 03:02:22 GMT

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Although the topic title was meant to be sarcastic, it is correct as written and that picture just helps to prove it. 'Skins' are the 3D meshes binded to the 'bones' of a model. The 'skin' goes on the 'bones'. Get it?

Those 3 havoc 'skins' all have different geometry, but all share the same bones. That's what makes them 'skins'. They also have textures on them, since if they didn't, the skins would look like a mass of polygons.

So thanks for showing everyone you've been wrong all this time, Renardin.

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