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Subject: Re: mip maps

Posted by [Craziac](#) on Fri, 20 Mar 2009 01:08:00 GMT

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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."

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