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Subject: Re: skin question

Posted by [saberhawk](#) on Sun, 31 Oct 2010 19:49:25 GMT

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my486CPU wrote on Sun, 31 October 2010 15:15: Is a skin really necessary? I managed to create one for a tank I made but it doesn't look nearly as good as it does when I just texture each part plus it took a long time to make. Is there a point to it?

Thanks.

I'm assuming you mean having a single uniform texture over the entire object as opposed to different textures on each part of the object. It's actually a lot faster to just have one texture while loading and rendering an object. Using multiple texture maps also slows down the video card as it has to stop drawing, load a new material and then draw a new batch of triangles.

tl;dr - You'll probably get more FPS if your object uses just one texture.

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