

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 01:39:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

TaximesAircraftkillerSkimmers 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.

Not really, says dictionary.com

1 entry found for skimmers.

n.  
One that flays, dresses, or sells animal skins.  
Western U.S. A mule driver.

skin P Pronunciation Key (skn)

n.  
The membranous tissue forming the external covering or integument of an animal and consisting in vertebrates of the epidermis and dermis.  
An animal pelt, especially the comparatively pliable pelt of a small or young animal: a tent made of goat skins.  
A usually thin, closely adhering outer layer: the skin of a peach; a sausage skin; the skin of an aircraft.  
A container for liquids that is made of animal skin.  
Music. A drumhead.  
Informal. One's life or physical survival: They lied to save their skins.

----

texture

<graphics> A measure of the variation of the intensity of a surface, quantifying properties such as smoothness, coarseness and regularity. It's often used as a region descriptor in image analysis and computer vision.

The three principal approaches used to describe texture are statistical, structural and spectral. Statistical techniques characterise texture by the statistical properties of the grey levels of the points comprising a surface. Typically, these properties are computed from the grey level histogram or grey level cooccurrence matrix of the surface.

Structural techniques characterise texture as being composed of simple primitives called "texels" (texture elements), that are regularly arranged on a surface according to some rules. These rules are formally defined by grammars of various types.

Spectral techniques are based on properties of the Fourier spectrum and describe global periodicity of the grey levels of a surface by identifying high energy peaks in the spectrum.

Texture\texture artist is the correct form. "Skin" and "skinners" and any variant thereof is not.

---