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Subject: RenGuard approved SkinPacks?

Posted by [Phoenix - Aeon](#) on Mon, 26 Apr 2004 21:57:06 GMT

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Just out of curiosity, what is the difference between textures and skins, since I'm not a skinner, texturer (is that even a word?) or a modeller I'd always assumed that you had the:

Wireframe model for basic shape and dimensions

Polygon model for advanced shape and models

Skin/Texture to make the thing look nice and pretty instead of dull and grey

Obviously I'm wrong so could someone please correct me. Oh, and please don't be calling me a n00b because I lack knowledge.

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