

---

Subject: Renegade Alert SAM Site

Posted by [PiMuRho](#) on Sat, 03 Jul 2004 13:48:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They also have no texture in that case, because they're not physical objects. If you wanted to be absolutely correct, you'd say that you were applying a bitmap to the mesh.

Some people call it texturing, some people call it skinning (myself included). 99.9% of the gaming industry knows what "skinning" refers to, whether it's the absolute correct term or not. I think it's unlikely that you're going to change anyone's minds.

---