
Subject: It's not a skin, it's a texture.

Posted by [Renardin6](#) on Wed, 08 Dec 2004 02:34:17 GMT

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Subject: It's not a skin, it's a texture.

Posted by [cowmisfit](#) on Wed, 08 Dec 2004 02:44:25 GMT

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I'd love to see who got those 3 skins and what they look like. Hell i'd pay for that cut out.

Subject: It's not a skin, it's a texture.

Posted by [Renardin6](#) on Wed, 08 Dec 2004 02:46:31 GMT

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Those 3 skins were the skins of havoc. (you have those)

Subject: It's not a skin, it's a texture.

Posted by [Vitaminous](#) on Wed, 08 Dec 2004 02:58:51 GMT

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(Neosaber owned me)

Subject: It's not a skin, it's a texture.

Posted by [NeoSaber](#) on Wed, 08 Dec 2004 03:02:22 GMT

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Although the topic title was meant to be sarcastic, it is correct as written and that picture just helps to prove it. 'Skins' are the 3D meshes binded to the 'bones' of a model. The 'skin' goes on the 'bones'. Get it?

Those 3 havoc 'skins' all have different geometry, but all share the same bones. That's what makes them 'skins'. They also have textures on them, since if they didn't, the skins would look like a mass of polygons.

So thanks for showing everyone you've been wrong all this time, Renardin.

Subject: It's not a skin, it's a texture.

Posted by [Aircraftkiller](#) on Wed, 08 Dec 2004 03:11:21 GMT

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Subject: It's not a skin, it's a texture.

Posted by [bigjoe14](#) on Wed, 08 Dec 2004 04:24:52 GMT

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