
Subject: skin question

Posted by [my486CPU](#) on Sun, 31 Oct 2010 19:15:46 GMT

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

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.

Subject: Re: skin question

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

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

my486CPU wrote on Sun, 31 October 2010 15:15Is 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.

Subject: Re: skin question

Posted by [shippo](#) on Mon, 01 Nov 2010 10:15:38 GMT

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

it all depends, because if you are using custom textures, (not in the game data folder) then you will need to add them as well to the data folder if you ever plan on sharing the moddle.

however depending on skill level it is easier to texture each object individually., which brings up a question I have had, how do you make skins for created moddles?

Subject: Re: skin question

Posted by [my486CPU](#) on Mon, 01 Nov 2010 19:21:22 GMT

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

saberhawk wrote on Sun, 31 October 2010 15:49my486CPU wrote on Sun, 31 October 2010 15:15Is 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.

ya doing the skin thing or having like 5 separate textures, I'll include a screen shot. I guess I get what your saying for best fps I should just use 1 texture (a skin) thanks for the info. I will keep messing around wit the skin and try to get it right or maybe I'll just give up. -what a pain in the ____

File Attachments

- 1) [tiger04.jpg](#), downloaded 556 times



Subject: Re: skin question

Posted by [Tupolev TU-95 Bear](#) on Wed, 03 Nov 2010 15:26:04 GMT

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

Thats a good model
