
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 609 times

