Subject: "I deslike you"
Posted by Weirdo on Sat, 21 Feb 2004 16:12:29 GMT
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Skinning and texturing are both used jargon, wicht to me meansthe same thing in the end.
It's normally called skinning when you place a 2d graphic on 2D applications, but when wrapping a 2d graphic around a 3d models it's called texturing.

But there is ofcource also a diffrence in placing skins on a terrain or an object. With objects' like charackters you can most of the times easily replace the 2d graphic on the object. This is a lot like skinning with 2d applications, so who cares if it's called skinning. For terrain well, I think texturing is more appropiate, but for charackter objects, well people have skin, so why not call it skinning.

This is mine definition of skinning/texturing. I don't have much experience at texturing, so I might be wrong, but a dictionary is for me no proof in this world of made up words.