
Subject: Skins

Posted by [Fabian](#) on Sun, 13 Jun 2004 00:54:52 GMT

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And true it is.

Here's some bedtime reading for you, Aircraftkiller:

<http://www.gamedev.net/dict/term.asp?TermID=410>

Quote:A texture that is used to wrap around an entire model. Normally skins are drawn on a single bitmap, and then the coordinates are mapped onto the vertices of the model.

<http://www.computeruser.com/resources/dictionary/definition.html?lookup=8411>

Quote:On the Internet, a skin is a graphic or audio file used to change the appearance of the user interface for a program or for a game character.Skins can usually be downloaded at no charge from sites that provide them.When using a skin, the appearance of the user interface changes, but not the functions available with the program.

http://www.geek.com/glossary/glossary_search.cgi?s

Quote:

Skin - A graphic or graphic scheme that is placed over a 2D or 3D object. For 3D games such as Quake, you can wrap a 2D graphic skin around your 3D character to change its appearance. Another skin example would be a Web browser that customizes the way it looks. Most programs that allow the use of skins have publicly available standards for creating new skins.

<http://www.pcwebopaedia.com/TERM/S/skin.html>

Quote:An element of a graphical user interface that can be changed to alter the look of the interface without affecting its functionality. Skins can give an interface an entirely different look than what it originally came with.

But of course, they are all idiots, right?
