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Subject: mip maps

Posted by [JsxKeule](#) on Thu, 19 Mar 2009 22:12:22 GMT

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maybe its not the right forum

but i experimented a little with mip maps and have now this one can you say me if you like it  
and the white looks like a reflection

#### File Attachments

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1) [mip maps.JPG](#), downloaded 435 times



N

+150

Credits: 97433  
Time Remaining

Subject: Re: mip maps

Posted by [MGamer](#) on Fri, 20 Mar 2009 01:06:00 GMT

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i may sound ignorant but whats a mip map?

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Subject: Re: mip maps

Posted by [Craziac](#) on Fri, 20 Mar 2009 01:08:00 GMT

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Essentially low-res (or low-intensity) reproductions of images to improve performance.

Ugh, Wikipedia owns me again: "In 3D computer graphics texture filtering, MIP maps (also mipmaps) are pre-calculated, optimized collections of images that accompany a main texture, intended to increase rendering speed and reduce aliasing artifacts."

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