
Subject: mip maps

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

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

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

1) [mip maps.JPG](#), downloaded 585 times



JsxKeule

Airstrip



Credits: 97433

Time Remaining

Subject: Re: mip maps

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

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

i may sound ignorant but whats a mip map?

Subject: Re: mip maps

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

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

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."
