Subject: skin question
Posted by **my486CPU** on Sun, 31 Oct 2010 19:15:46 GMT
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Is 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.

Subject: Re: skin question
Posted by **saberhawk** on Sun, 31 Oct 2010 19:49:25 GMT
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my486CPU 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.

Subject: Re: skin question
Posted by **shippo** on Mon, 01 Nov 2010 10:15:38 GMT
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it all depends, because if you are using custom textures, (not in the game data folder) then you will need to add them as well to the data folder if you ever plan on sharing the moddle.

however depending on skill level it is easier to texture each object individually., which brings up a question I have had, how do you make skins for created moddles?

Subject: Re: skin question
Posted by **my486CPU** on Mon, 01 Nov 2010 19:21:22 GMT
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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?

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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 607 times

Subject: Re: skin question
Posted by Tupolev TU-95 Bear on Wed, 03 Nov 2010 15:26:04 GMT
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Thats a good model