
Subject: Re: texture_coord

Posted by [David Fanning](#) on Thu, 01 Nov 2001 17:57:58 GMT

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David Fanning (david@dfanning.com) writes:

> Here is the deal.

By the way, if it is resolution you are after you will have to increase the resolution of your surface, NOT your image! What you are mapping is little tiny polygons. The more polygons you have, the better the image looks on the surface. It will look chunky if the surface is 40x40. It will look nice if the surface is 400x400.

(I suppose you can increase the resolution in your texture coordinates, too. But you get the idea.)

Cheers,

David

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