

# Mesh

A mesh is a collection of [vertizes](#) that define [faces](#) and connect those faces with one another forming a three-dimensional object. Pretty much all elements in 3D games are described as a mesh. Without any kind of filling (e.g. a [texture](#)) these objects consist only of elements, that have no surfaces that could be visible to the player (like being 100\$ transparent). As edges and vertizes by themselves are not visible either, for practicability reasons the meshes are still depicted as a collection of inter-connected lines. But in an actual games usually the faces of a mesh are filled with textures or colors.

[ [Games Database](#) ] [ [Game Tech](#) ]

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