

Texture

A texture is a 2D graphic that is put onto a surface of a three-dimensional object, such as a [face](#) or an entire 3D object. Aside from simple filling colors, textures are the only thing that makes a three-dimensional object actually visible. Without any kind of filling these objects are only a [mesh](#) that by itself consists only of elements, that have no surfaces that could be visible to the player. For practicability reasons the meshes are still depicted of a collection of edges, but in an actual game usually the faces limited by them are filled with a texture or color.

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