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TOM McREYNOLDS, DAVID BLYTHE, in Advanced Graphics Programming Using OpenGL, 2005. 4.6 Pixel Store Operations. OpenGL can read and write images with varying numbers, sizes, packings, and orderings of pixel components into system memory. This diversity in storage formats provides a great deal of control, allowing applications to fine tune storage formats to match external representations and ...

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Open Graphics Library (OpenGL) is a cross-language (language independent), cross-platform (platform independent) API for rendering 2D and 3D Vector Graphics (use of polygons to represent image). OpenGL API is designed mostly in hardware. Design : This API is defined as a set of functions which may be called by the client program.

Getting started with OpenGL - GeeksforGeeks

Description. Interactive Computer Graphics fourth edition presents introductory computer graphics concepts using a proven top-down, programming-oriented approach and careful integration of OpenGL to teach core concepts.

Interactive Computer Graphics: A Top-Down Approach Using ...

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