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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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## **Amazon.com: Customer reviews: Computer Graphics Through ...**

The main aim of the Traffic Signal Computer Graphics Mini Project is to illustrate the concepts and usage of pre-built functions in OpenGL. Simulation of a traffic signal is being done using computer graphics. The car built using cubes can be moved using arrow keys and based on traffic signal light the user can obey the traffic rules.

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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

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called by the client program.

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