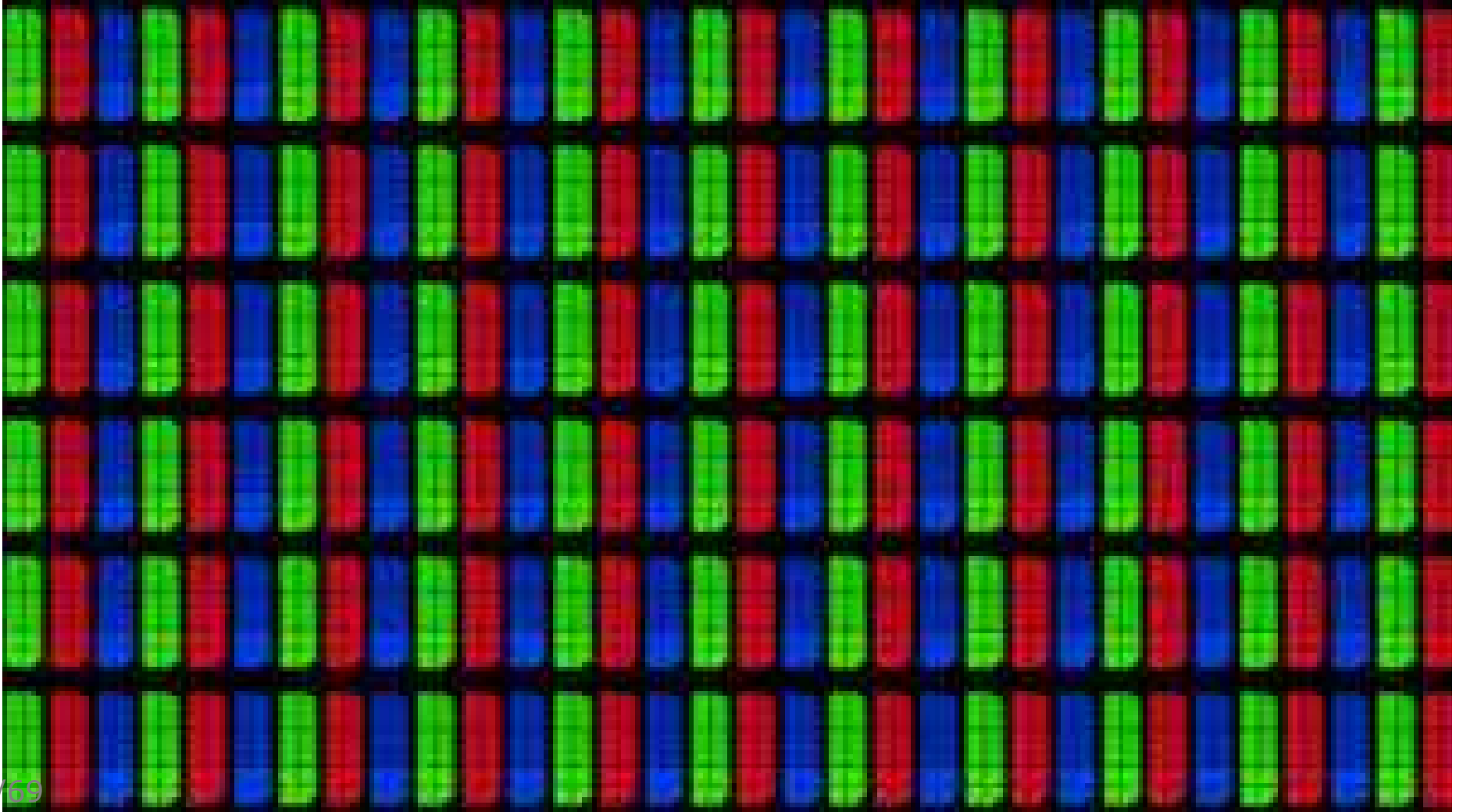


Picture Elements (PixEls)



Pixel Representation

It's common to represent each channel as a byte

That is, 8 bits (giving a range 0-255)

This may sound familiar from photoshop and HTML !

Consider a platform with 32 bit integers

Can cram in an RGB colour (including transparency)

An entire image can be represented as an int array !

(Remember to check the colour channel order !)



XXXXXXXXXX XXXXXXXXXX XXXXXXXXXX XXXXXXXXXX

Packing a Pixel Colour

There are various ways to pack ARGB into an int
Special packing functions, multiplication etc.

We will use the C/C++ way - "bit shifting":

```
uint32_t packed = (alpha<<24) + (r<<16) + (g<<8) + b;
```

