OpenGL-2

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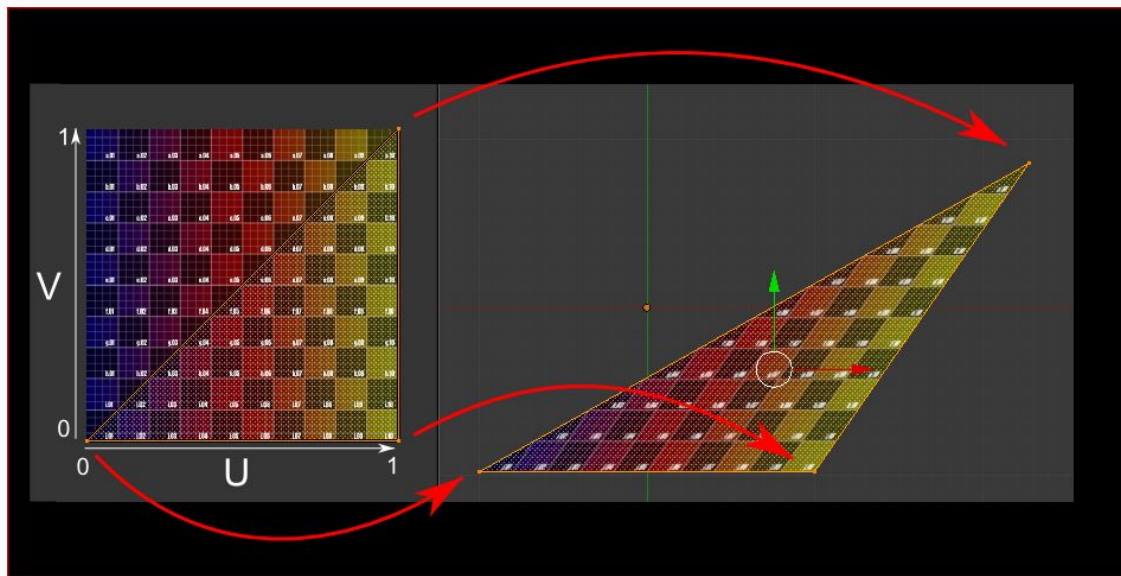
Textures

Map texture onto object

object.texcoords

stream buffer to gpu

```
m_funcs->glBindBuffer(GL_ARRAY_BUFFER,
uvCoord);
   m_funcs->glBufferData(GL_ARRAY_BUFFER,
sizeof(QVector2D) * textureCoords.length(),
textureCoords.data(), GL_STATIC_DRAW);

   m_funcs->glEnableVertexAttribArray(3);
   m_funcs->glVertexAttribPointer(3,2, GL_FLOAT,
GL_FALSE, 0,0);
```

Load textures

```cpp
// Generate texture in Glint
  m_funcs->glGenTextures(1, &textures[i]);
  m_funcs->glBindTexture(GL_TEXTURE_2D, textures[i] );
  // Set the texture and give boundaries
  m_funcs->glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, texture.width(), texture.height(), 0,
GL_BGRA, GL_UNSIGNED_BYTE, texture.bits());
  m_funcs->glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
  m_funcs->glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
```

Cube and Sphere scene with textures

Solar System