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GPU Texture Utilities (gpu.texture)

This module provides utils for textures.

gpu.texture.from_image(image)

Get GPUTexture corresponding to an Image datablock. The GPUTexture memory is shared with Blender. Note: Colors read from the texture will be in scene linear color space and have premultiplied or straight alpha matching the image alpha mode.

PARAMETERS:

image ([bpy.types.Image](#)) – The Image datablock.

RETURNS:

The GPUTexture used by the image.

RETURN TYPE:

[gpu.types.GPUTexture](#)

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