1. load the .png image to CPU

Search in github “stb”, which is a single file library, and download stb\_image.h

Add it to your program:

A picture containing text, font, screenshot, line

Description automatically generated

In texture:

A picture containing text, screenshot, font

Description automatically generated

The slot here is the channel of the texture. You can bind more than one texture at a time, and in modern GPU, you can bind 32 textures at a time. While in mobile phone, you can have 8 textures at a time.