

image_block::texel3



```
graph LR; A[image_block::texel3] --> B[vfloat3]
```

A diagram illustrating a mapping or conversion. On the left, a gray rectangular box contains the text 'image_block::texel3'. A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text 'vfloat3'. Both boxes have a thin black border.

vfloat3