

CPU

GPU

ofVideoGrabber

```
ofxCvccopy(cam, img);
img.setFromPixels(cam.getPixels());
```

ofImage

openCv

update

*& : getPixels();
img.setFromPixels();*

& : getTexture();

draw

ofPixels

tex.allocate(pix);

tex.loadData(pix);

tex.readOfPixels(pix);

ofTexture

& : getTexture();

draw

pix.setColor(x, y, col);

pix.getColor();

ofColor

fb.readOfPixels(pix);

ofFbo



ofVideoGrabber



ofImage



ofPixels

ofColor

ofTexture

ofFbo



`ofVideoGrabber`



```
ofxCopy(cam, img);  
img.setFromPixels(cam.getPixels());
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`ofImage`



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ofImage

1. getPixels()

ofPixels

pix.getColor();

ofColor

1. getTexture()

ofTexture

draw

ofFbo

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ofPixels

pix.setColor(x, y, col);

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img.setFromPixels();

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ofImage

ofPixels

pix.setColor(x, y, col);

ofColor

pix.getColor();

tex.read(ofPixels(pix);

fb.readToPixels(pix);

ofTexture

& : getTexture();

ofFbo

draw

draw

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ofVideoGrabber

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ofImage



*& : getPixels();
img.setFromPixels();*

& : getTexture();

draw

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tex.loadData(pix);

tex.readOfPixels(pix);

& : getTexture();

draw

fb.readOfPixels(pix);

ofPixels

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ofFbo

ofColor

pix.setColor(x, y, col);

pix.getColor();

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ofVideoGrabber



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ofImage

openGl



update

*& : getPixels();
img.setFromPixels();*

& : getTexture();

draw

tex.allocate(pix);

tex.loadData(pix);

tex.readOfPixels(pix);

& : getTexture();

draw

fb.readOfPixels(pix);

ofFbo

ofPixels

ofTexture

ofColor

pix.setColor(x, y, col);

pix.getColor();