Textures

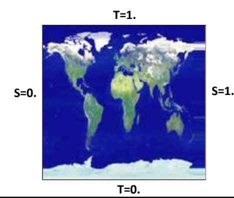
Oregon State University
Mike Bailey
mjb@cs.oregonstate.edu

The Basic Idea

Texture mapping is a computer graphics operation in which a separate image, referred to as the **texture**, is stretched onto a piece of 3D geometry and follows it however it is transformed. This image is also known as a ***texture map***.

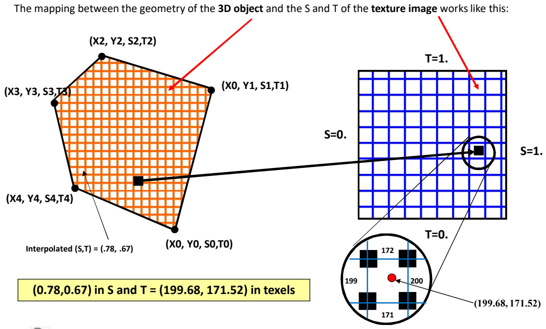
Also, to prevent confusion, the texture pixels are not called ***pixels***. A pixel is a dot in the final screen image. A dot in the texture image is called a ***texture element***, or ***texel***.

Similarly, to avoid terminology confusion, a texture's width and height dimensions are not called *X* and *Y*. They are called **S** and **T**. A texture map is not generally indexed by its actual resolution coordinates. Instead, it is indexed by a coordinate system that is resolution-independent. The left side is always **S=0.**, the right side is **S=1.**, the bottom is **T=0.**, and the top is **T=1.** Thus, you do not need to be aware of the texture's resolution when you are specifying coordinates that point into it. Think of S and T as a measure of what fraction of the way you are into the texture.



The Basic Idea

The mapping between the geometry of the **3D object** and the S and T of the **texture image** works like this:



(0.78,0.67) in S and T = (199.68, 171.52) in texels

You specify an (s,t) pair at each vertex, along with the vertex coordinate. At the same time that the rasterizer is interpolating the coordinates, colors, etc. inside the polygon, it is also interpolating the (s,t) coordinates. Then, when it goes to draw each pixel, it uses that pixel's interpolated (s,t) to lookup a color in the texture image.

In OpenGL terms: assigning an (s,t) to each vertex

Enable texture mapping:

```
glEnable( GL_TEXTURE_2D );
```

Draw your polygons, specifying **s** and **t** at each vertex:

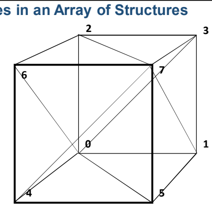
```
glBegin( GL_POLYGON );
    glTexCoord2f( s0, t0 );
    glNormal3f( nx0, ny0, nz0 );
    glVertex3f( x0, y0, z0 );

    glTexCoord2f( s1, t1 );
    glNormal3f( nx1, ny1, nz1 );
    glVertex3f( x1, y1, z1 );

    . . .
glEnd( );
```

Disable texture mapping:

```
glDisable( GL_TEXTURE_2D );
```

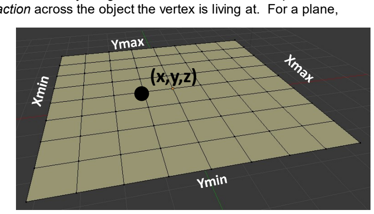

Triangles in an Array of Structures

```
struct vertex
{
    glm::vec3     position;
    glm::vec3     normal;
    glm::vec3     color;
    glm::vec2     texCoord;
};

struct vertex VertexData[ ] =
{
    // triangle 0-2-3:
    // vertex #0:
    {
        { -1., -1., -1. },
        {  0.,  0., -1. },
        {  0.,  0.,  0. },
        {  1., 0. }
    },

    // vertex #2:
    {
        { -1.,  1., -1. },
        {  0.,  0., -1. },
        {  0.,  1.,  0. },
        {  1., 1. }
    },

    // vertex #3:
    {
        {  1.,  1., -1. },
        {  0.,  0., -1. },
        {  1.,  1.,  0. },
        {  0., 1. }
    },
```



Using a Texture: How do you know what (s,t) to assign to each vertex?

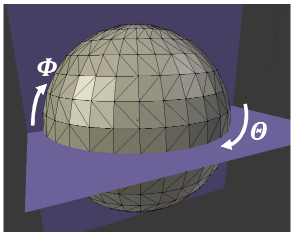
The easiest way to figure out what s and t are at a particular vertex is to figure out what *fraction* across the object the vertex is living at. For a plane,



$$s = \frac{x - Xmin}{Xmax - Xmin} \qquad t = \frac{y - Ymin}{Ymax - Ymin}$$

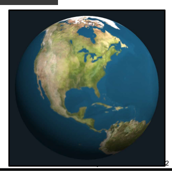
Using a Texture: How do you know what (s,t) to assign to each vertex?

Or, for a sphere,



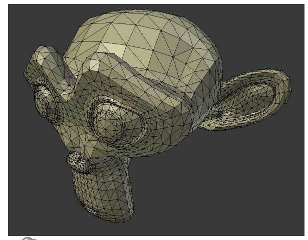
$$s = \frac{\Theta - (-\pi)}{2\pi} \qquad t = \frac{\Phi - (-\frac{\pi}{2})}{\pi}$$

```
s = ( lng + M_PI    ) / ( 2.*M_PI );
t  = ( lat + M_PI/2. ) / M_PI;
```



Using a Texture: How do you know what (s,t) to assign to each vertex?

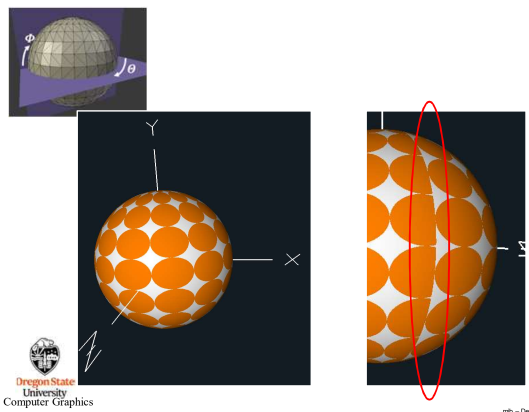
Uh-oh. Now what? Here's where it gets tougher…,



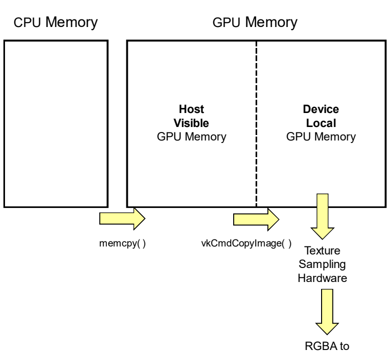
$s = ?$ $\qquad t = ?$

You really are at the mercy of whoever did the modeling…

Be careful where *s* abruptly transitions from 1. back to 0.



Memory Types



Memory Types

NVIDIA A6000 Graphics:

6 Memory Types:
Memory 0:
Memory 1: DeviceLocal
Memory 2: HostVisible HostCoherent
Memory 3: HostVisible HostCoherent HostCached
Memory 4: DeviceLocal HostVisible HostCoherent
Memory 5: DeviceLocal

Intel Integrated Graphics:

3 Memory Types:
Memory 0: DeviceLocal
Memory 1: DeviceLocal HostVisible HostCoherent
Memory 2: DeviceLocal HostVisible HostCoherent HostCached

Something I've Found Useful

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I find it handy to encapsulate texture information in a struct, just like I do with buffer information:

```
// holds all the information about a data buffer so it can be encapsulated in one variable:

typedef struct MyBuffer
{
	VkDataBuffer		buffer;
	VkDeviceMemory		vdm;
	VkDeviceSize		size;
} MyBuffer;

// holds all the information about a texture so it can be encapsulated in one variable:

typedef struct MyTexture
{
	uint32_t		width;
	uint32_t		height;
	unsigned char *		pixels;
	VkImage			texImage;
	VkImageView		texImageView;
	VkSampler		texSampler;
	VkDeviceMemory		vdm;
} MyTexture;
```


Texture Sampling Parameters

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OpenGL

```
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT );
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT );
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR );
glTexParameteri( GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR );
```

Vulkan

```
MyTexture  MyPuppyTexture;
. . .
VkSamplerCreateInfo		vsci;
		vsci.magFilter = VK_FILTER_LINEAR;
		vsci.minFilter = VK_FILTER_LINEAR;
		vsci.mipmapMode    = VK_SAMPLER_MIPMAP_MODE_LINEAR;
		vsci.addressModeU  = VK_SAMPLER_ADDRESS_MODE_REPEAT;
		vsci.addressModeV  = VK_SAMPLER_ADDRESS_MODE_REPEAT;
		vsci.addressModeW = VK_SAMPLER_ADDRESS_MODE_REPEAT;

		. . .

result = vkCreateSampler( LogicalDevice, IN &vsci, PALLOCATOR, OUT &MyPuppyTexture->texSampler);
```


Textures' Undersampling Artifacts

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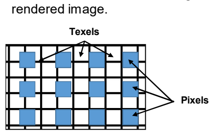
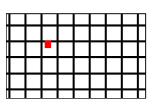
As an object gets farther away and covers a smaller and smaller part of the screen, the **texels : pixels ratio** used in the coverage becomes larger and larger. This means that there are pieces of the texture leftover in between the pixels that are being drawn into, so that some of the texture image is not being taken into account in the final image. This means that the texture is being undersampled and could end up producing artifacts in the rendered image.



Consider a texture that consists of one red texel and all the rest white. It is easy to imagine an object rendered with that texture as ending up all *white*, with the red texel having never been included in the final image. The solution is to create lower-resolutions of the same texture so that the red texel gets included somehow in all resolution-level textures.



Texture Mip*-mapping

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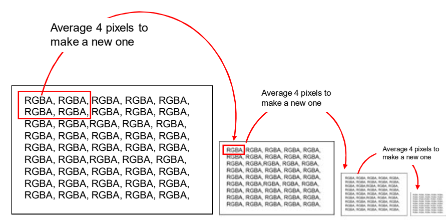

- Total texture storage is ~ 2x what it was without mip-mapping
- Graphics hardware determines which level to use based on the texels : pixels ratio.
- In addition to just picking one mip-map level, the rendering system can sample from two of them, one less that the Texture:Pixel ratio and one more, and then blend the two RGBAs returned. This is known as **VK_SAMPLER_MIPMAP_MODE_LINEAR**.

* Latin: *multim in parvo*, "many things in a small place"

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```
VkResult
Init07TextureSampler( MyTexture * pMyTexture )
{
	VkResult result;

	VkSamplerCreateInfo			vsci;
		vsci.sType = VK_STRUCTURE_TYPE_SAMPLER_CREATE_INFO;
		vsci.pNext = nullptr;
		vsci.flags = 0;
		vsci.magFilter = VK_FILTER_LINEAR;
		vsci.minFilter = VK_FILTER_LINEAR;
		vsci.mipmapMode = VK_SAMPLER_MIPMAP_MODE_LINEAR;
		vsci.addressModeU = VK_SAMPLER_ADDRESS_MODE_REPEAT;
		vsci.addressModeV = VK_SAMPLER_ADDRESS_MODE_REPEAT;
		vsci.addressModeW = VK_SAMPLER_ADDRESS_MODE_REPEAT;
#ifdef CHOICES
VK_SAMPLER_ADDRESS_MODE_REPEAT
VK_SAMPLER_ADDRESS_MODE_MIRRORED_REPEAT
VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_EDGE
VK_SAMPLER_ADDRESS_MODE_CLAMP_TO_BORDER
VK_SAMPLER_ADDRESS_MODE_MIRROR_CLAMP_TO_EDGE
#endif
		vsci.mipLodBias = 0.;
		vsci.anisotropyEnable = VK_FALSE;
		vsci.maxAnisotropy = 1.;
		vsci.compareEnable = VK_FALSE;
		vsci.compareOp = VK_COMPARE_OP_NEVER;
#ifdef CHOICES
VK_COMPARE_OP_NEVER
VK_COMPARE_OP_LESS
VK_COMPARE_OP_EQUAL
VK_COMPARE_OP_LESS_OR_EQUAL
VK_COMPARE_OP_GREATER
VK_COMPARE_OP_NOT_EQUAL
VK_COMPARE_OP_GREATER_OR_EQUAL
VK_COMPARE_OP_ALWAYS
#endif
		vsci.minLod = 0.;
		vsci.maxLod = 0.;
		vsci.borderColor = VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK;
#ifdef CHOICES
VK_BORDER_COLOR_FLOAT_TRANSPARENT_BLACK
VK_BORDER_COLOR_INT_TRANSPARENT_BLACK
VK_BORDER_COLOR_FLOAT_OPAQUE_BLACK
VK_BORDER_COLOR_INT_OPAQUE_BLACK
VK_BORDER_COLOR_FLOAT_OPAQUE_WHITE
VK_BORDER_COLOR_INT_OPAQUE_WHITE
#endif
		vsci.unnormalizedCoordinates = VK_FALSE;	// VK_TRUE means we are use raw texels as the index
							// VK_FALSE means we are using the usual 0. - 1.

	result = vkCreateSampler( LogicalDevice, IN &vsci, PALLOCATOR, OUT &MyPuppyTexture->texSampler );
```


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```
VkResult
Init07TextureBuffer( INOUT MyTexture * pMyTexture)
{
	VkResult result;

	uint32_t texWidth = pMyTexture->width;;
	uint32_t texHeight = pMyTexture->height;
	unsigned char *texture = pMyTexture->pixels;
	VkDeviceSize textureSize = texWidth * texHeight * 4;		// rgba, 1 byte each

	VkImage  stagingImage;
	VkImage  textureImage;

	// ******************************************************************************
	// this first {...} is to create the staging image:
	// ******************************************************************************
	{
		VkImageCreateInfo		vici;
			vici.sType = VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO;
			vici.pNext = nullptr;
			vici.flags = 0;
			vici.imageType = VK_IMAGE_TYPE_2D;
			vici.format = VK_FORMAT_R8G8B8A8_UNORM;
			vici.extent.width = texWidth;
			vici.extent.height = texHeight;
			vici.extent.depth = 1;
			vici.mipLevels = 1;
			vici.arrayLayers = 1;
			vici.samples = VK_SAMPLE_COUNT_1_BIT;
			vici.tiling = VK_IMAGE_TILING_LINEAR;
#ifdef CHOICES
VK_IMAGE_TILING_OPTIMAL
VK_IMAGE_TILING_LINEAR
#endif
			vici.usage = VK_IMAGE_USAGE_TRANSFER_SRC_BIT;
#ifdef CHOICES
VK_IMAGE_USAGE_TRANSFER_SRC_BIT
VK_IMAGE_USAGE_TRANSFER_DST_BIT
VK_IMAGE_USAGE_SAMPLED_BIT
VK_IMAGE_USAGE_STORAGE_BIT
VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT
VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT
VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT
VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT
#endif
			vici.sharingMode = VK_SHARING_MODE_EXCLUSIVE;
```

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```
#ifdef CHOICES
VK_IMAGE_LAYOUT_UNDEFINED
VK_IMAGE_LAYOUT_PREINITIALIZED
#endif
		vici.queueFamilyIndexCount = 0;
		vici.pQueueFamilyIndices = (const uint32_t *)nullptr;

	result = vkCreateImage(LogicalDevice, IN &vici, PALLOCATOR, OUT &stagingImage); // allocated, but not filled

	VkMemoryRequirements			vmr;
	vkGetImageMemoryRequirements( LogicalDevice, IN stagingImage, OUT &vmr);

	if (Verbose)
	{
		fprintf(FpDebug, "Image vmr.size = %lld\n", vmr.size);
		fprintf(FpDebug, "Image vmr.alignment = %lld\n", vmr.alignment);
		fprintf(FpDebug, "Image vmr.memoryTypeBits = 0x%08x\n", vmr.memoryTypeBits);
		fflush(FpDebug);
	}

	VkMemoryAllocateInfo		vmai;
		vmai.sType = VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO;
		vmai.pNext = nullptr;
		vmai.allocationSize = vmr.size;
		vmai.memoryTypeIndex = FindMemoryThatIsHostVisible();	// because we want to mmap it

	VkDeviceMemory			vdm;
	result = vkAllocateMemory( LogicalDevice, IN &vmai, PALLOCATOR, OUT &vdm);
	pMyTexture->vdm = vdm;

	result = vkBindImageMemory( LogicalDevice, IN stagingImage, IN vdm, 0);	// 0 = offset

	// we have now created the staging image -- fill it with the pixel data:

	VkImageSubresource		vis;
		vis.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
		vis.mipLevel = 0;
		vis.arrayLayer = 0;

	VkSubresourceLayout			vsl;
	vkGetImageSubresourceLayout( LogicalDevice, stagingImage, IN &vis, OUT &vsl);

	if (Verbose)
	{
		fprintf(FpDebug, "Subresource Layout:\n");
		fprintf(FpDebug, "\toffset = %lld\n", vsl.offset);
		fprintf(FpDebug, "\tsize = %lld\n", vsl.size);
		fprintf(FpDebug, "\trowPitch = %lld\n", vsl.rowPitch);
		fprintf(FpDebug, "\tarrayPitch = %lld\n", vsl.arrayPitch);
		fprintf(FpDebug, "\tdepthPitch = %lld\n", vsl.depthPitch);
		fflush(FpDebug);
	|
```

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```
	void * gpuMemory;
	vkMapMemory( LogicalDevice, vdm, 0, VK_WHOLE_SIZE, 0, OUT &gpuMemory);
				// 0 and 0 = offset and memory map flags

	if (vsl.rowPitch == 4 * texWidth)
	{
		memcpy(gpuMemory, (void *)texture, (size_t)textureSize);
	}
	else
	{
		unsigned char *gpuBytes = (unsigned char *)gpuMemory;
		for (unsigned int y = 0; y < texHeight; y++)
		{
			memcpy(&gpuBytes[y * vsl.rowPitch], &texture[4 * y * texWidth], (size_t)(4*texWidth) );
		}
	}

	vkUnmapMemory( LogicalDevice, vdm);

}
// ***************************************************************************
```

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```
// ***************************************************************************
// this second {...} is to create the actual texture image:
// ***************************************************************************
{
	VkImageCreateInfo		vici;
		vici.sType = VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO;
		vici.pNext = nullptr;
		vici.flags = 0;
		vici.imageType = VK_IMAGE_TYPE_2D;
		vici.format = VK_FORMAT_R8G8B8A8_UNORM;
		vici.extent.width = texWidth;
		vici.extent.height = texHeight;
		vici.extent.depth = 1;
		vici.mipLevels = 1;
		vici.arrayLayers = 1;
		vici.samples = VK_SAMPLE_COUNT_1_BIT;
		vici.tiling = VK_IMAGE_TILING_OPTIMAL;
		vici.usage = VK_IMAGE_USAGE_TRANSFER_DST_BIT | VK_IMAGE_USAGE_SAMPLED_BIT;
				// because we are transferring into it and will eventual sample from it
		vici.sharingMode = VK_SHARING_MODE_EXCLUSIVE;
		vici.initialLayout = VK_IMAGE_LAYOUT_PREINITIALIZED;
		vici.queueFamilyIndexCount = 0;
		vici.pQueueFamilyIndices = (const uint32_t *)nullptr;

	result = vkCreateImage(LogicalDevice, IN &vici, PALLOCATOR, OUT &textureImage); // allocated, but not filled

	VkMemoryRequirements			vmr;
	vkGetImageMemoryRequirements( LogicalDevice, IN textureImage, OUT &vmr);

	if( Verbose )
	{
		fprintf( FpDebug, "Texture vmr.size = %lld\n", vmr.size );
		fprintf( FpDebug, "Texture vmr.alignment = %lld\n", vmr.alignment );
		fprintf( FpDebug, "Texture vmr.memoryTypeBits = 0x%08x\n", vmr.memoryTypeBits );
		fflush( FpDebug );
	}
	VkMemoryAllocateInfo		vmai;
		vmai.sType = VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO;
		vmai.pNext = nullptr;
		vmai.allocationSize = vmr.size;
		vmai.memoryTypeIndex = FindMemoryThatIsDeviceLocal( ); // because we want to sample from it

	VkDeviceMemory			vdm;
	result = vkAllocateMemory( LogicalDevice, IN &vmai, PALLOCATOR, OUT &vdm);

	result = vkBindImageMemory( LogicalDevice, IN textureImage, IN vdm, 0 );	// 0 = offset
// ***************************************************************************
```

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```
	// copy pixels from the staging image to the texture:

	VkCommandBufferBeginInfo		vcbbi;
		vcbbi.sType = VK_STRUCTURE_TYPE_COMMAND_BUFFER_BEGIN_INFO;
		vcbbi.pNext = nullptr;
		vcbbi.flags = VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT;
		vcbbi.pInheritanceInfo = (VkCommandBufferInheritanceInfo *)nullptr;

	result = vkBeginCommandBuffer( TextureCommandBuffer, IN &vcbbi);

	// ***************************************************************************
	// transition the staging buffer layout:
	// ***************************************************************************
	{
		VkImageSubresourceRange		visr;
			visr.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
			visr.baseMipLevel = 0;
			visr.levelCount = 1;
			visr.baseArrayLayer = 0;
			visr.layerCount = 1;

		VkImageMemoryBarrier			vimb;
			vimb.sType = VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER;
			vimb.pNext = nullptr;
			vimb.oldLayout = VK_IMAGE_LAYOUT_PREINITIALIZED;
			vimb.newLayout = VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL;
			vimb.srcQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.dstQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.image = stagingImage;
			vimb.srcAccessMask = VK_ACCESS_HOST_WRITE_BIT;
			vimb.dstAccessMask = 0;
			vimb.subresourceRange = visr;

		vkCmdPipelineBarrier( TextureCommandBuffer,
				VK_PIPELINE_STAGE_HOST_BIT, VK_PIPELINE_STAGE_HOST_BIT, 0,
				0, (VkMemoryBarrier *)nullptr,
				0, (VkBufferMemoryBarrier *)nullptr,
				1, IN &vimb );
	}
	// ***************************************************************************
```

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```
	// ***************************************************************************
	// transition the texture buffer layout:
	// ***************************************************************************
	{
		VkImageSubresourceRange		visr;
			visr.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
			visr.baseMipLevel = 0;
			visr.levelCount = 1;
			visr.baseArrayLayer = 0;
			visr.layerCount = 1;

		VkImageMemoryBarrier			vimb;
			vimb.sType = VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER;
			vimb.pNext = nullptr;
			vimb.oldLayout = VK_IMAGE_LAYOUT_PREINITIALIZED;
			vimb.newLayout = VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL;
			vimb.srcQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.dstQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.image = textureImage;
			vimb.srcAccessMask = 0;
			vimb.dstAccessMask = VK_ACCESS_TRANSFER_WRITE_BIT;
			vimb.subresourceRange = visr;

		vkCmdPipelineBarrier( TextureCommandBuffer,
			VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT, VK_PIPELINE_STAGE_TRANSFER_BIT, 0,
			0, (VkMemoryBarrier *)nullptr,
			0, (VkBufferMemoryBarrier *)nullptr,
			1, IN &vimb);

		// now do the final image transfer:

		VkImageSubresourceLayers		visl;
			visl.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
			visl.baseArrayLayer = 0;
			visl.mipLevel = 0;
			visl.layerCount = 1;

		VkOffset3D				vo3;
			vo3.x = 0;
			vo3.y = 0;
			vo3.z = 0;

		VkExtent3D				ve3;
			ve3.width = texWidth;
			ve3.height = texHeight;
			ve3.depth = 1;
```

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```
		VkImageCopy				vic;
			vic.srcSubresource = visl;
			vic.srcOffset = vo3;
			vic.dstSubresource = visl;
			vic.dstOffset = vo3;
			vic.extent = ve3;

		vkCmdCopyImage(TextureCommandBuffer,
			stagingImage, VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL,
			textureImage, VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL, 1, IN &vic);
	}
	// ***************************************************************************
```

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```
// ****************************************************************************
// transition the texture buffer layout a second time:
// ****************************************************************************
	{
		VkImageSubresourceRange		visr;
			visr.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
			visr.baseMipLevel = 0;
			visr.levelCount = 1;
			visr.baseArrayLayer = 0;
			visr.layerCount = 1;

		VkImageMemoryBarrier			vimb;
			vimb.sType = VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER;
			vimb.pNext = nullptr;
			vimb.oldLayout = VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL;
			vimb.newLayout = VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL;
			vimb.srcQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.dstQueueFamilyIndex = VK_QUEUE_FAMILY_IGNORED;
			vimb.image = textureImage;
			vimb.srcAccessMask = 0;
			vimb.dstAccessMask = VK_ACCESS_SHADER_READ_BIT;
			vimb.subresourceRange = visr;

		vkCmdPipelineBarrier(TextureCommandBuffer,
			VK_PIPELINE_STAGE_TRANSFER_BIT, VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT, 0,
			0, (VkMemoryBarrier *)nullptr,
			0, (VkBufferMemoryBarrier *)nullptr,
			1, IN &vimb);
	}
	// ****************************************************************************

	result = vkEndCommandBuffer( TextureCommandBuffer );

	VkSubmitInfo			vsi;
		vsi.sType = VK_STRUCTURE_TYPE_SUBMIT_INFO;
		vsi.pNext = nullptr;
		vsi.commandBufferCount = 1;
		vsi.pCommandBuffers = &TextureCommandBuffer;
		vsi.waitSemaphoreCount = 0;
		vsi.pWaitSemaphores = (VkSemaphore *)nullptr;
		vsi.signalSemaphoreCount = 0;
		vsi.pSignalSemaphores = (VkSemaphore *)nullptr;
		vsi.pWaitDstStageMask = (VkPipelineStageFlags *)nullptr;

	result = vkQueueSubmit( Queue, 1, IN &vsi, VK_NULL_HANDLE );
	result = vkQueueWaitIdle( Queue );
```

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```
	// create an image view for the texture image:
	// (an "image view" is used to indirectly access an image)

	VkImageSubresourceRange		visr;
		visr.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
		visr.baseMipLevel = 0;
		visr.levelCount = 1;
		visr.baseArrayLayer = 0;
		visr.layerCount = 1;

	VkImageViewCreateInfo		vivci;
		vivci.sType = VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO;
		vivci.pNext = nullptr;
		vivci.flags = 0;
		vivci.image = textureImage;
		vivci.viewType = VK_IMAGE_VIEW_TYPE_2D;
		vivci.format = VK_FORMAT_R8G8B8A8_UNORM;
		vivci.components.r = VK_COMPONENT_SWIZZLE_R;
		vivci.components.g = VK_COMPONENT_SWIZZLE_G;
		vivci.components.b = VK_COMPONENT_SWIZZLE_B;
		vivci.components.a = VK_COMPONENT_SWIZZLE_A;
		vivci.subresourceRange = visr;

	result = vkCreateImageView( LogicalDevice, IN &vivci, PALLOCATOR, OUT &pMyTexture->texImageView);

	return result;
}
```

Access to an Image ↔ Image View ↔ The Actual Image Data

8 bits Red	8 bits Green	8 bits Blue	8 bits Alpha

Note that, at this point, the Staging Buffer is no longer needed, and can be destroyed.

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Reading in a Texture from a BMP File

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```
typedef struct MyTexture
{
	uint32_t		width;
	uint32_t		height;
	VkImage			texImage;
	VkImageView		texImageView;
	VkSampler		texSampler;
	VkDeviceMemory		vdm;
} MyTexture;

•••

MyTexture	MyPuppyTexture;
```

```
result = Init06TextureBufferAndFillFromBmpFile ( "puppy1.bmp", &MyPuppyTexture);
Init06TextureSampler( &MyPuppyTexture.texSampler );
```

This function can be found in the **sample.cpp** file. The BMP file needs to be created by something that writes uncompressed 24-bit color BMP files, or was converted to the uncompressed BMP format by a tool such as ImageMagick's *convert*, Adobe *Photoshop*, or GNU's *GIMP*.

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