Subject: Re: OpenGL texture issues
Posted by raxvan on Fri, 08 Nov 2013 14:06:27 GMT

Hello,

In opengl/openglES(2.0+) there is almost no limitation on the dimension of the texures, only the maximum size and most mobile GPU's support 4096x4096 maximum size (desktops even more).

The power of 2 texture size is a limitation imposed by textures compossion, so if you want to have compressed textures you need power of 2 otherwise compression will not be possible.

PVRTC compression also requires for the textures to be square.

Other features such as mip mapping and swizzled textures will still not be possible without power of 2 textures.

Razvan.