Compressed Textures#

Worried about Memory? Use compressed textures! The SGX supports all PVRTC formats and ETC.

- IMG has a texture tool which can be found at:
  - http://www.imgtec.com/powervr/insider/powervr-pvrtextool.asp
- IMG also has a library which could be used to compress images at runtime:
  - http://www.imgtec.com/powervr/insider/powervr-pvrtexlib.asp
- The IMG SDK also has demos which can be used a point of reference for compressing and loading PVRTC:
  - http://www.imgtec.com/powervr/insider/sdk/KhronosOpenGLES2xSGX.asp