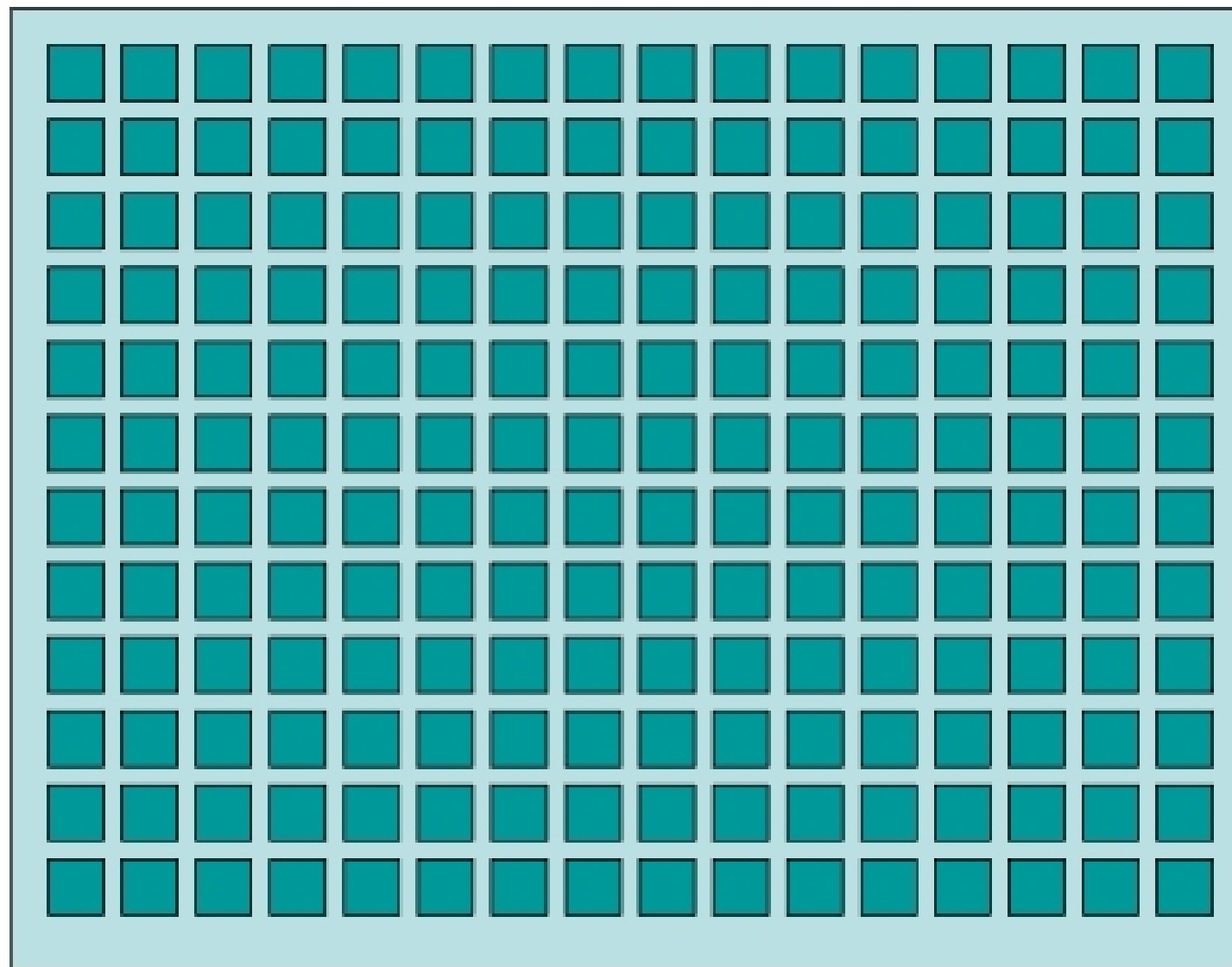


CS 686: Programming SuperVGA Graphics Devices

Introduction: An exercise in
working with graphics file formats

Raster Display Technology

The graphics screen is a two-dimensional array of picture elements ('pixels')
These pixels are redrawn sequentially, left-to-right, by rows from top to bottom



Each pixel's color is an individually programmable mix of red, green, and blue

Special “dual-ported” memory

