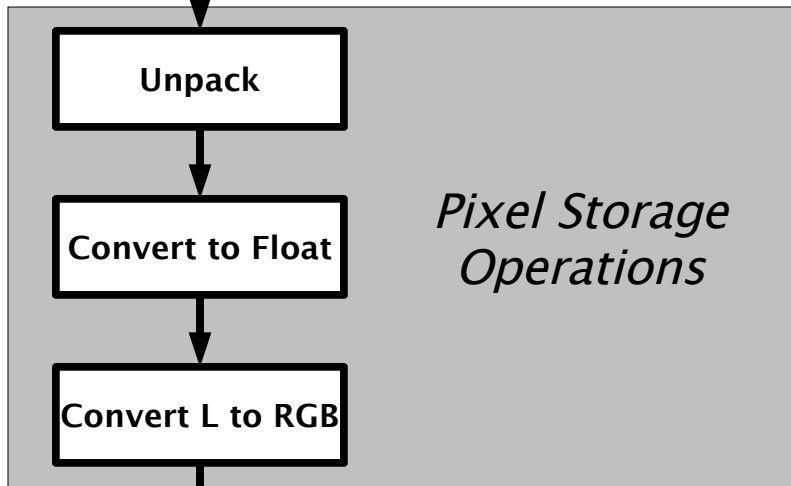


byte, short, or packed
pixel component data stream



Clamp to [0,1]

RGBA pixel data out