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Subject: Re: Funny way how NOT to speedup sorting of small arrays

Posted by [mirek](#) on Sun, 01 Feb 2009 17:17:12 GMT

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Mindtraveller wrote on Sun, 01 February 2009 10:59luzr wrote on Sun, 01 February 2009 13:30One of critical issues in polygon rasterizer (which I could not resist to work on in the end) Mirek, so you started working on image<->polygon converter as polygonized Da Vinci's Mona Liza you've shown some time ago?

Well, I rather got tired of AGG bugs, design problems and limitations and (re)started new 2D sw renderer ("Painter 2.0") from scratch.

But heavily mining AGG sources - but I feel no shame, as AGG heavily mined others - it is actually funny to trace the code back - the bread and butter of AGG, antialiased polygon renderer, is based on Freetype code, which in turn is based on LibArt code.

That said, I am not sure whether the polygon rasterizing algorithm was invented by Raph Levien of LibArt, but if it was, he is really really smart guy.

Mirek

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