Subject: Painter 2.0
Posted by mirek on Thu, 12 Feb 2009 16:57:30 GMT
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I am happy to announce that I have finished the "Painter 2.0", basically a 2D rendering system with PDF/SVG strength, this time written almost from scratch (Painter1.0 was AGG based).

I have only recycled (and optimized) the basic polygon rasterizer from AGG (which, I believe, uses FreeType rasterizer code, which has roots in LibArt) - that algorithm is really unbeatable. Kudos to Raph Levien!

The result is about 10% faster, has about 60% of original code size and, most importantly, is internally much more flexible. I believe Maxim Shemanarev has done some inferior design decisions in AGG, that is now fixed for us

Mirek