Subject: Re: About Painter vs OpenGL
Posted by mirek on Sat, 05 Mar 2011 13:52:28 GMT

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raxvan wrote on Sat, 05 March 2011 07:38mirek wrote on Fri, 04 March 2011 17:56
Well good for them. However, it is impossible to achieve "svg/pdf" quality of rendering using OpenGL. That is all.

Not true, you can achieve pixel perfect quality with Opengl by using programmable shaders, even for the problematic font rendering.

Pixel perfect is not subpixel.

Quote:
Edit: For rendering text the font can be rendered as a bitmap with mipmapping and antialiasing. This can give you very good quality.

This is still "rendering text".

In pdf/svg/quarts/Painter, text only defines a path. You can then stroke the path, fill the path, clip the path or whatever.

If you start talking about "bitmap", you are nowhere near what is required.

Mirek