
Subject: Re: About Painter vs OpenGL
Posted by [mirek](#) on Sat, 05 Mar 2011 17:26:25 GMT
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raxvan wrote on Sat, 05 March 2011 09:01 You would be surprised what can be done by using programmable shaders. The idea is to drop your conventional way of thinking and adopt new techniques that are used today.

You cannot if you want pdf.

Quote:

By using antialiasing you can get the "sub-pixel" quality needed, and I can guarantee that you can get the same or even better quality with OpenGL rendering, not to mention the extra speed.

Antialiasing, if we are speaking about what is used in 3D games, is again nowhere near what is required/provided by Quartz and similar system.

Quote:

Edit: I believe the future of GUI is heading through this path. OpenGL accelerated systems kill everything that is CPU bound.

Do not get me wrong - I do not say that OpenGL is slow. Nor that you cannot do very shiny GUI in it.

My only claim is that it is SVG/PDF incompatible. And the link I have posted here seems to support it.

I would say I have quite deep knowledge of Painter/PDF/SVG graphics (hell, I should find some common name for it - because I have implemented it and I also have quite a good info about OpenGL. From that perspective I can say for sure that those models are not very compatible.