
Subject: Re: About Painter vs OpenGL
Posted by [Tom1](#) on Mon, 07 Mar 2011 10:16:55 GMT
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Oops, I mixed up the terminology on the way.. Thanks for correcting me.

Doing 2D graphics directly with OpenGL is considerably more difficult for complex geometries than it is with Painter, and I'm certainly not one of the people who could implement such a mapping from scratch. So, this is why I do not use OpenGL for 2D directly.

Anyway, my chain of thoughts goes like this:

- Painter provides an excellent API and compatible software renderer (BufferPainter) capable of handling complex graphics primitives.
- OpenVG (see <http://www.khronos.org/files/openvg-quick-reference-card.pdf>) should provide similar graphics capabilities.
- As far as I know, OpenVG is not (at least yet) available on pc hardware directly, but surprisingly there is/are OpenVG implementation(s) on top of OpenGL, such as ShivaVG.

MAYBE it is possible to map the Painter API on top of OpenVG or even directly on top of OpenGL. Is it fast? Is the quality sufficient? ... who knows before it is done.

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Writing software to use OpenVG directly would only target the screen display, but having Painter implemented on top of OpenVG or OpenGL would provide all graphics needs under the same API.

Then there is the Microsoft Direct2D, which could possibly be another option for accelerating the Painter on Windows, but certainly not on other platforms.

Best regards,

Tom
