
Subject: Re: About Painter vs OpenGL
Posted by [raxvan](#) on Mon, 07 Mar 2011 12:10:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can do vector graphics with opengl. I see no difficulty implementing paths, curved lines, and everything Painter needs (without polygons!).

If i have time, i will assemble a demo proving the concept.

Raxvan.
