Subject: Re: Simple way to develope 2D Game
Posted by Novo on Wed, 12 Jun 2019 17:13:28 GMT

mirek wrote on Wed, 12 June 2019 03:19
It all seems to depend on "this" in above quote. If "this" is defined as "reproduce the Painter polygon semantics with 90% accuracy", then it really is a problem and tesselation is at the heart of it, the other issue being batching / OpenGL state changes.

"this" is defined as an inspiring example of that 2D graphics on GPU is not just possible, but this was already done ~10 years ago. BTW, tesselation was developed by the author of the Anti-Grain Geometry.
It was a commercial project, but most of the problems you listed were solved.

Everything is possible. :roll: