
Subject: Re: PostScript and IDL,
Posted by [wmc](#) on Thu, 28 May 1998 07:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:

> Here is how one developer framed the problem for me:

>

> The big issue for us is what tradeoffs are users willing

> will have to give up speed/memory/filesize or WYSIWYG to

> get the type of PS they are looking for.

> What sort of rendering would you be willing to give up to get

> smooth shading and lights?

Yes

> How about zbuffering and/or textures?

Yes

> individual views are rendered as bitmaps or raw PS depending

> on their contents?

That sounds sensible

> bitmap or all PS depending on the objects in the scene?

Yup, that sounds sensible too...

> about a device which rendered only what is possible with

> PS (i.e. some objects would disappear completely)?

OK, provided it had an option to warn you if that happened

- William

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