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Subject: Re: optimization question: a faster way to PIXMAP?

Posted by [Struan Gray](#) on Tue, 18 Jul 2000 07:00:00 GMT

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Dennis Boccippio, [djboccip@hotmail.com](mailto:djboccip@hotmail.com) writes:

- > In my actual (polygon-based) application, using
- > the Z-buffer improved significantly over the pixmap.
- > Now that I've got a reasonably-working algorithm,
- > I'll experiment with POLYFILLV and post the results...

This is just idle musing on my part, but have you tried object graphics? Plotting semi-transparent polygons successively offset along the Z-axis towards the viewer should built up density in the right way. You only need to read the pixmap at the end and you can take advantage of the fact that OpenGL is optimised for fast polygon plotting (and often accelerated to boot).

Struan

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