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Subject: Re: Object rendering with dynamic views

Posted by [Pavel A. Romashkin](#) on Tue, 23 Jan 2001 17:28:16 GMT

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I am afraid my input is not worth even \$0.02, but after I made a fairly good (to me anyway) OG plotting tool (Display), I ran into a strong limitation of OG - lack of useful Contour routine. Again, all I do is 2D plotting (for now), and OG might seem as an overkill, but it was very easy to program using wide assortment of methods available already. Now, the speed of rendering for me only kicks in after having > 100k objects to render, and I am using method 3, because I have no static elements at all.

The second holdback I ran into was lack of simple way to use OG visuals in any sort of quality output. For some reason, the same plot in DG PS output is fully vector and can be tweaked in Adobe or Corel, while OG output in any form is made of a bunch of rectangular scalable blocks at best. I could be doing something wrong, but I tried all possible settings and can't get OG output to be editable. And, no offense meant, IDL's visuals (at least those I have the patience to achieve) are not exactly publication ready.

For these reasons, I am moving backwards to DG, but of course it will be objects anyway. I'll have to write a few methods for ROI and all that, but I really want to have a nice Contour and Map capabilities combined with line plots. For as long as I have no true 3D needs, that should do and be fast to render.

Cheers,  
Pavel

P.S. The reason I brought this up is that rendering speed of OG is not the only thing that comes to my mind. Output (which after all, is what visualization is all about) limitations became important once I had full-blown onscreen visualization going.

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