Subject: Re: antialias object graphics

Posted by Rick Towler on Fri, 21 Apr 2006 17:03:46 GMT

greg michael wrote:
> Does anyone know if it's possible to get graphic objects rendered with
> antialiasing? I'm producing some rather small 3-d surface views with
> idlgrsurface - they look very nice except for the jagged edges. They're
> for a web-application which needs to be fast, so I can't consider
> reducing double-resolution versions.

The only other way would be to use hardware based methods. This
requires that you render to the screen as IDL doesn't support hardware
render to buffer and you have hardware that provides anti-aliasing
support. Most modern display adapters based on ATI and nVidia chipsets
do this as well as almost all professional display adapters.

-Rick