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Subject: Re: Simple way to develop 2D Game  
Posted by [mirek](#) on Wed, 12 Jun 2019 18:58:52 GMT  
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Novo wrote on Wed, 12 June 2019 19:13inspiring example of that 2D graphics on GPU is not just possible

I never argued about that. You can definitely do great things with GPU.

What I argue about is that if you are about to draw very complex polygons with little pixels and draw a lot of them, with external API / semantics similar to Painter, then beating Painter is difficult.

Tessellation was definitely developed many times before. However, the only opensourced code I have really found is

- tess2. Slow.
- earcut. Does not correctly support winding semantics.

If you have any other suggestion...

(BTW, polygon rasterization of Painter is adopted from AGG. I feel no shame about it, because he in turn adopted it from FreeType

Mirek

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