OpenGL 2D Effects Solution

Summary

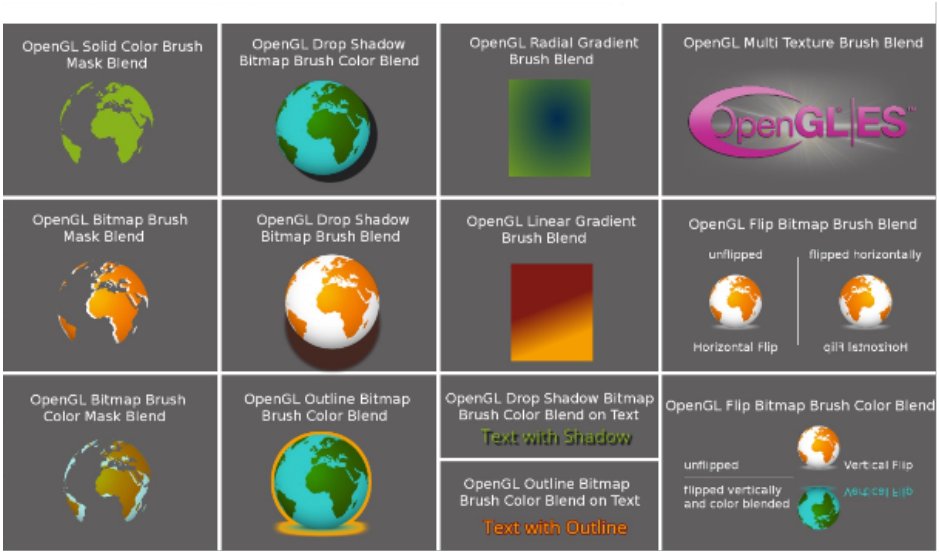
This solution shows various OpenGL 2D effects applied on different node types in a 2D scene. Additionally it includes a scene where the Mesh2D is used.

Purpose

The user can see how OpenGL 2D effects are used on various node types in a 2D scene. This solution helps to understand the basic properties of the shown 2D effects and the Mesh2D. There is another solution available for additional 2D effects that are not using OpenGL.

Description

This solution contains the following OpenGL 2D effects applied on different node types:



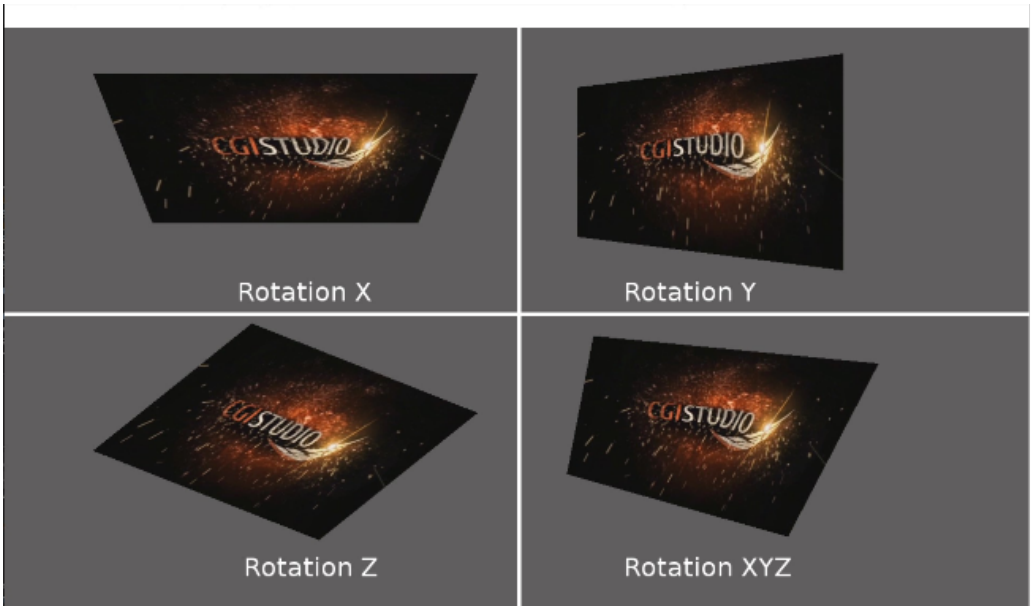
- OpenGL Solid Color Brush Mask Blend
- OpenGL Drop Shadow Bitmap Brush Color Blend
- OpenGL Radial Gradient Brush Blend
- OpenGL Multi Texture Brush Blend

- OpenGL Bitmap Brush Mask Blend
- OpenGL Drop Shadow Bitmap Brush Blend
- OpenGL Linear Gradient Brush Blend
- OpenGL Flip Bitmap Brush Blend

- OpenGL Bitmap Brush Color Mask Blend
- OpenGL Outline Bitmap Brush Color Blend
- OpenGL Drop Shadow Text Brush Blend
- OpenGL Outline Text Brush Blend
- OpenGL Flip Bitmap Brush Color Blend

This sample also demonstrates that effects can be animated. The scene can be switched with a single mouse click.

The second scene shows the possibilities of perspective warping with the Mesh2D control. The important properties of Mesh2D in order to realize perspective warping are "Mesh Rotation" and "Rotation Axis".



Mesh2D Nodes
rotated along various axis using the Control's mesh rotation properties.

Information about 2D Effects

More information about 2D effects can be found in section 2D Effects.
Descriptions for OpenGL effects in particular can be found in the following sections:

- OpenGL Solid Color Brush Mask Effect
- OpenGL Bitmap Brush Mask Effects
- OpenGL Gradient Brush Effects
- OpenGL Flip Effects
- OpenGL Drop Shadow Effects
- OpenGL Outline Effects
- OpenGL Multi Texture Brush Blend

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