

Persuasive essay

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Technical Writing

The use of OpenGL or DirectX has been a topic of great debate since the inception of DirectX in 1994, OpenGL haven been created earlier in the 90s. OpenGL and DirectX are both APIs for the implementation of 3D graphics in computing. DirectX is used solely in video games, it lacks the capability to stand on its own. OpenGL is also used in video games, but since it is more flexible it is used for CG movies and many tools like Maya, Adobe products and used in the Mac OSX platform. DirectX was developed by Mircosoft and is propriety software, only able to be used on Windows and Xbox platforms. OpenGL is developed by the Khronos Group, founded by 3Dlabs, ATI, Intel, Nvidia, Silicon Graphics, Sun, Apple, id Software, Sony and Texas Instruments. OpenGL is, as the name implies, an open API and is available on all platforms. In my opinion, when it comes to making games, OpenGL is the best decision.

Since DirectX can only be used on Windows and Xbox, this severely reduces the amount of flexibility we have in releasing a product. Any consumer who owns a Mac or a Linux machine

would not be able to use our product. If we adopted OpenGL then we could release it on all platforms and not have to worry about it not working properly on a consumers computer, also if we at some point choose to release it on a console, it could easily be ported to that console.

There have been many successful game engines created in OpenGL, for example the Unreal Engine. This engine is at the cutting edge of modern graphics and has been used to make many of the top selling games of this generation. These games include both Gears of War games, BioShock, Mass Effect and many more. It has also been licensed by movie studios for CG movies. OpenGL is also used to make all movies with computer generated graphics.

Absolutely no movies are made with DirectX, the renderer for DirectX is not accessible in that manner. Therefore any claims that DirectX is capable of better graphics are complete rubbish.

Many have said that OpenGL is harder to use. But if we take a look at a side by side comparison we see that the functions all match up to each other. The ease of use is almost at the same level. The only problem is that DirectX is just not a renderer, it controls input, sound and window management as well. OpenGL is just a renderer, which is all it wants to be since

it wants to be flexible and not just used for games. Since OpenGL can be used on anything, it would make no sense to have a input sound and window manager, all that is left up to the developer. This may seem like a downfall, but it is not. It gives us more options, we can use our own sound system and develop our own way of input without being restricted to using theirs.

With all these strengths over DirectX, it is clear that OpenGL is really the only sane choice to make. There is one more point I wish to make, which will definitely put the final nail in the coffin for DirectX. OpenGL is absolutely free, having no need for licensing to use and sell our products. DirectX does cost money to use and requires us to get a licensing fee to sell. This makes sense from a cost perspective. So with all these reasons its clear the choice should be made in favor of OpenGL.