Super Sucking N00bie is way off base here.

There is no comparison between Macs and windows machines.

I was gonna show the many differences between the Mac (an banana) and an Windows box (a cherry) but I have realized that there really is nothing to debate.

Apple is trying to make an inroad into video compositing. That being said, all the upper end sofware is either Windows/IRIX/Solaris/Unix. The market for 3d apps is still dominated and will be in the short term by those OS. As far as his comment about rendering goes. Windows machines are still far superior because there are more hardware solutions such as onborad rendering farms, OGL boards and the like to make the topend Windows Machines still far and away the leaders for rendering.

It is a Marketing War the lower and middle end users, and Apple is doing a fine job there.