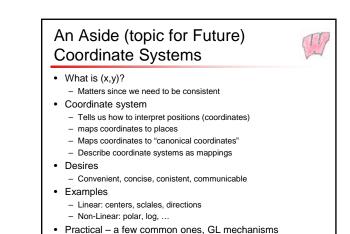
## Lecture 3 (see also Lecture 2) More on imaging



- Finish up L2 topics
  - What is sampling, quantization, dynamics range
    Raster Algorithms
- Dithering and color display
- Start on Sampling



## Back to L2 Notes



TI,

- Eye Sensitivity / Dynamic Range
- Gamma
- · Geometry vs. sampled
  - Line drawing
  - Triangle drawing
  - Aliasing

## Two Kinds of Discretization

- Continuous Values are Quantized
- Continuous Positions are Quantized
   Continuous fields must be sampled
- Quantization is the easier part
  Or more obvious what you can/can't do

## Dealing with Quantization

- · Goal: Fake more colors than you have
- Concepts:
  - Halftoning (converting to B/W or limited set)
  - Thresholding (hard cutoff what happens @49%)
  - Dithering (adding noise)
  - Patterns & Screens (3x3 pixels = 10 levels)
  - Error Diffusion