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Rasterization + Sampling

a DOT :

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← aliasing - its too HF for grid

① nearest neighbor → aliasing = positional error
↑ looks like ...

make splat bigger ?

blurrier - but smooth

can tell where it is, but lose sense of "small dot"

Sometimes aliasing is not so bad -
need a more "global" picture

Font Hinting :

want edges to be crisp
want spaces preserved


Pixel Aligned Graphics (usually not 3D, open GL)

conscious choice on sharp edges
treat horiz/vertical special

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Back to drawing...

The Interactive Graphics Abstraction SET :

- Triangles
 - Transforms (w/ homogeneous coordinates)
 - Z-buffer
 - composite / blend
 - stencil
 - texture
 - local lighting
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what can you build with these?

how can you extend w/ new abstractions

Why? do a few things well....