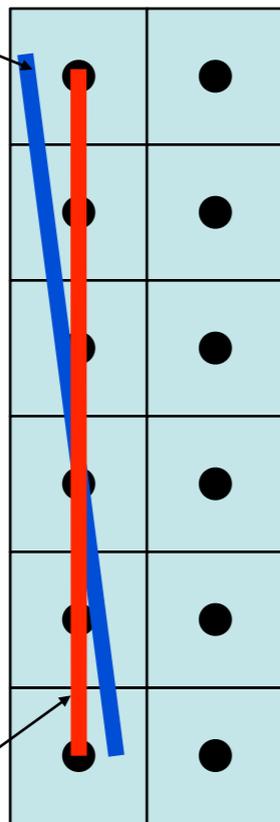


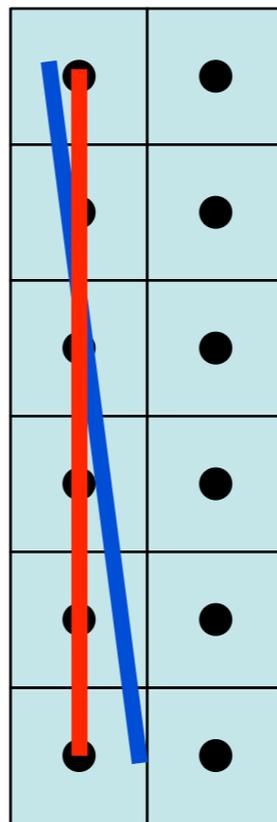
What happens if you round off floating point vertices to nearest pixel center?

Triangle edge using floating point coords

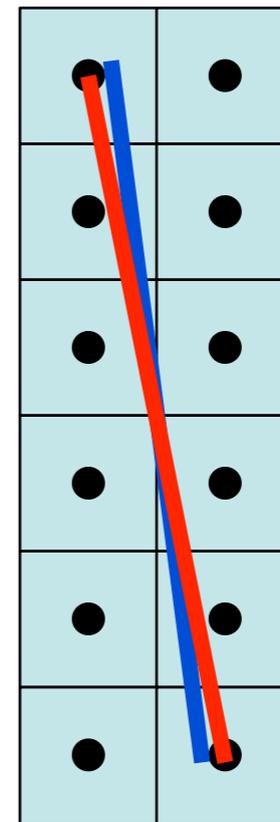
Frame 1



Frame 2



Frame 3



Edge with "snapped" vertex coordinates

With sub-pixel coordinates this will get solved

Big jump here... looks really bad.