

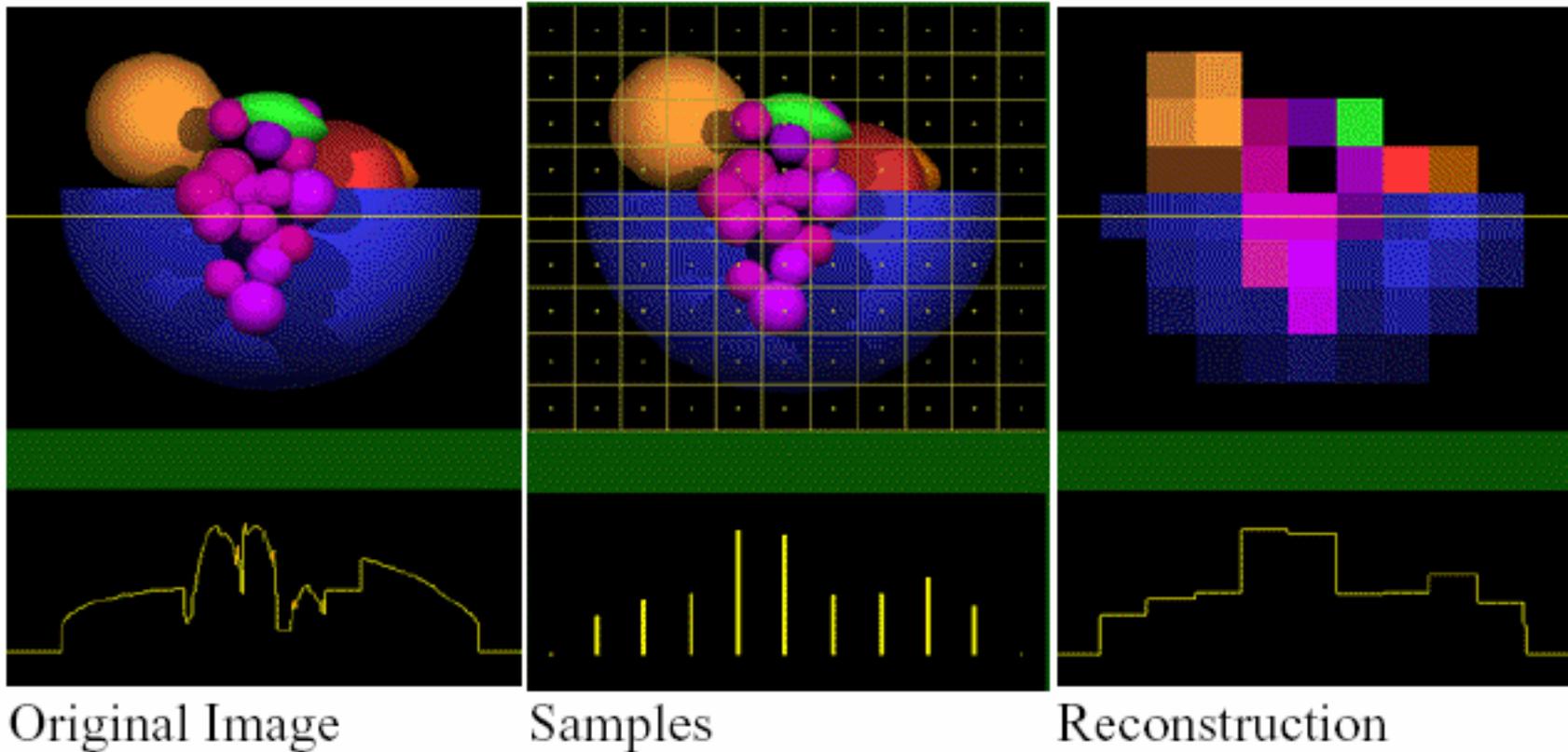
CSE168

Computer Graphics II, Rendering



Spring 2006
Matthias Zwicker

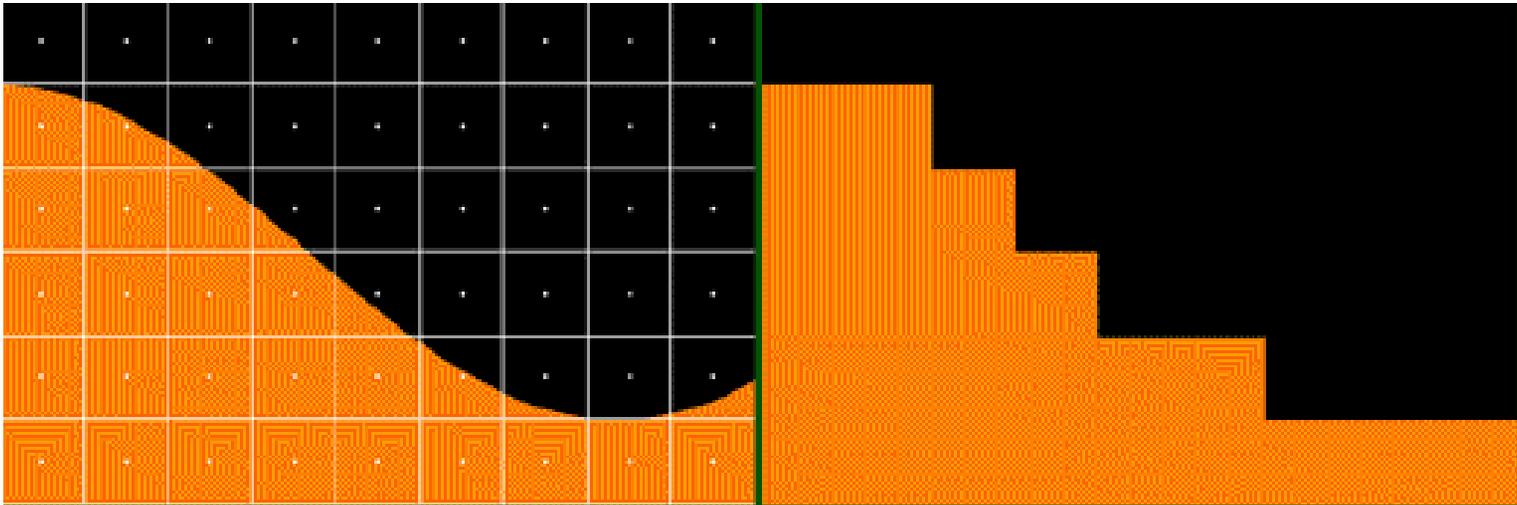
Aliasing



- Aliasing occurs because of sampling and reconstruction

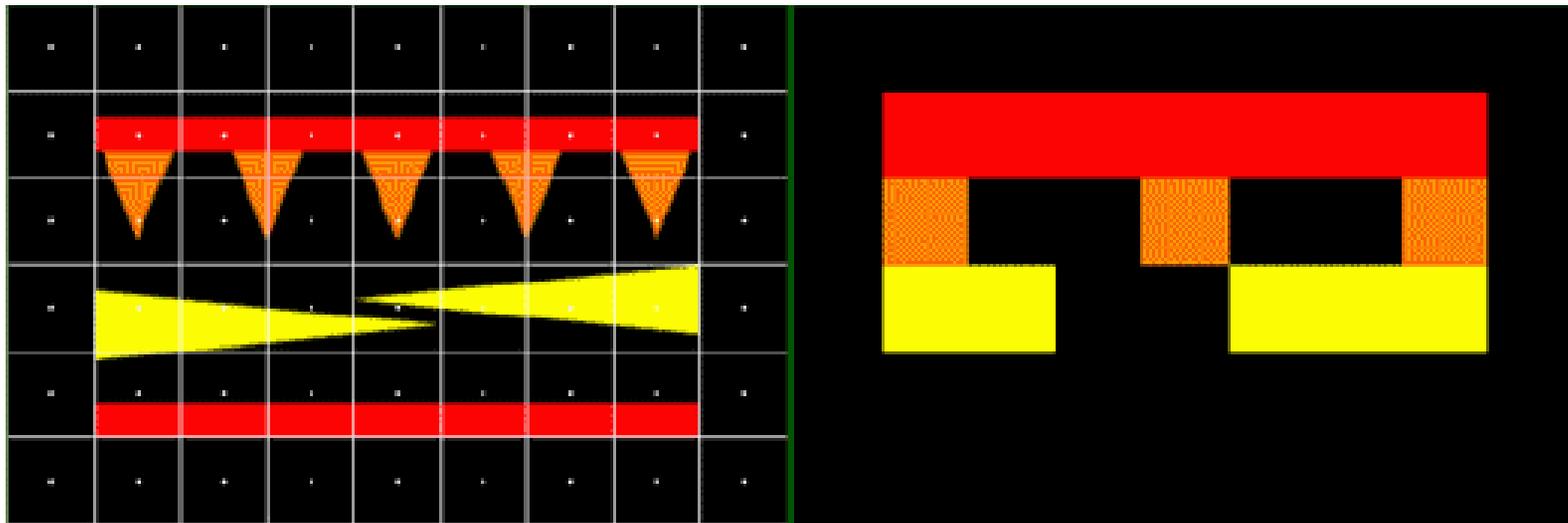
Aliasing

Jagged boundaries



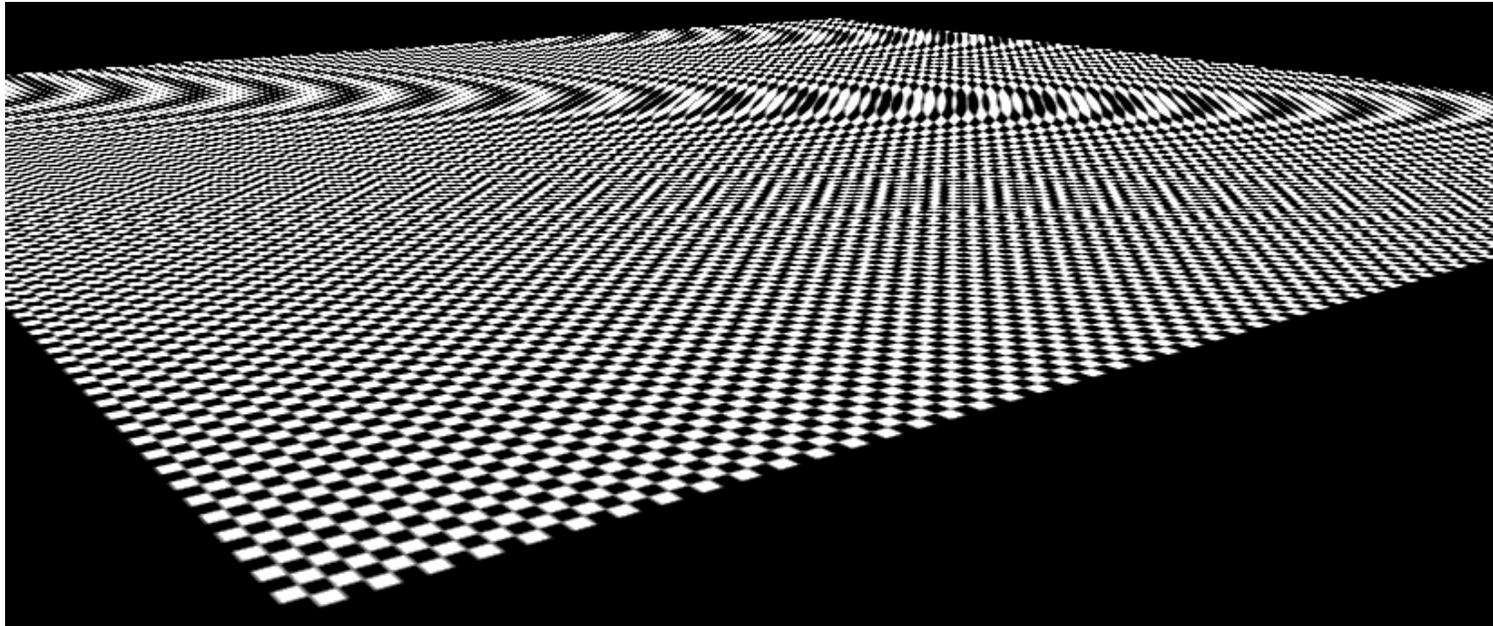
Aliasing

Improperly rendered detail



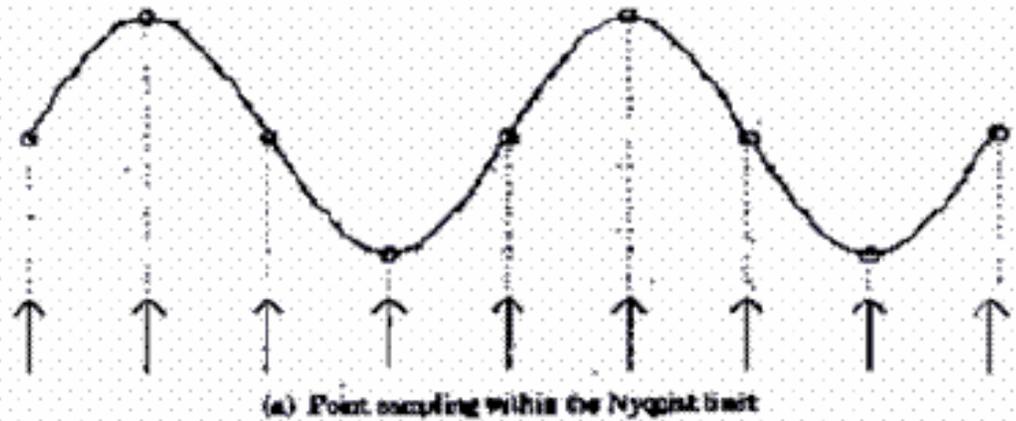
Aliasing

- Moire patterns

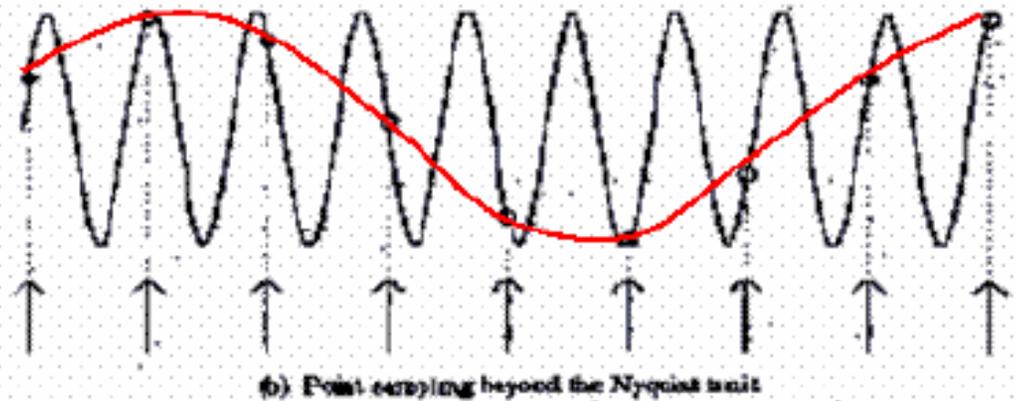


Aliasing

Sufficiently
sampled



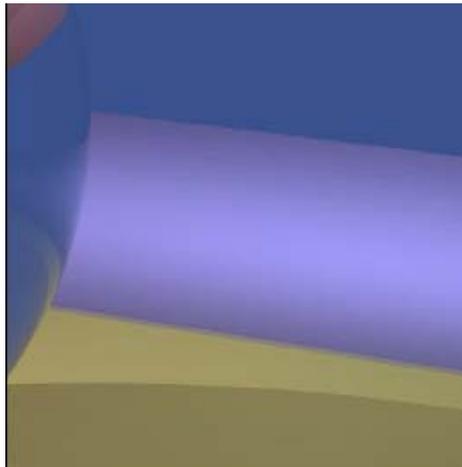
Insufficiently
sampled



[R. Cook]

Sampling and aliasing

Continuous pixel



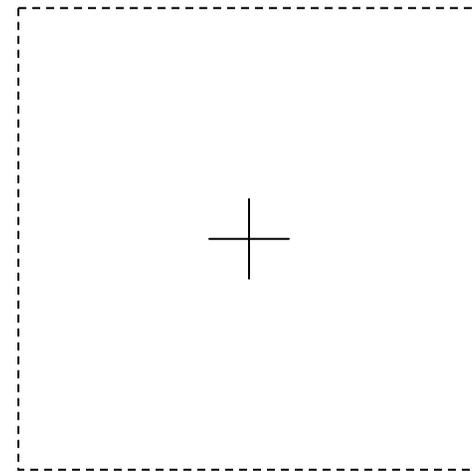
Sample



Reconstruct



Discrete pixel



- Is it possible to perfectly sample and reconstruct an image?
- If yes, under what circumstances?