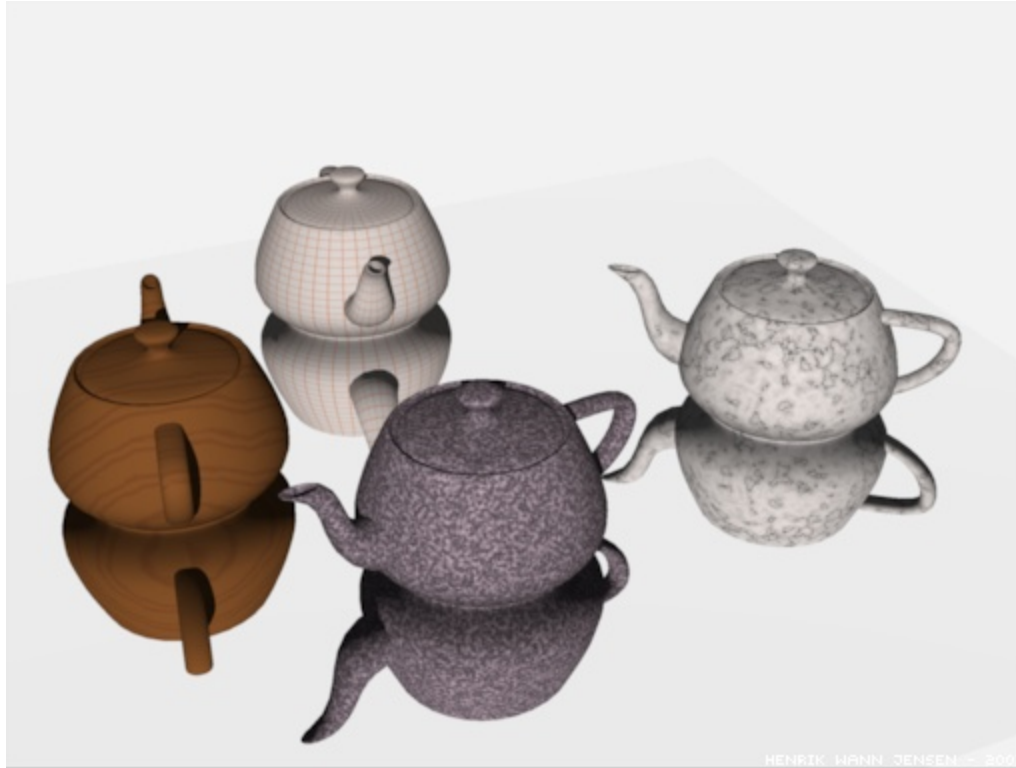


# CSE168

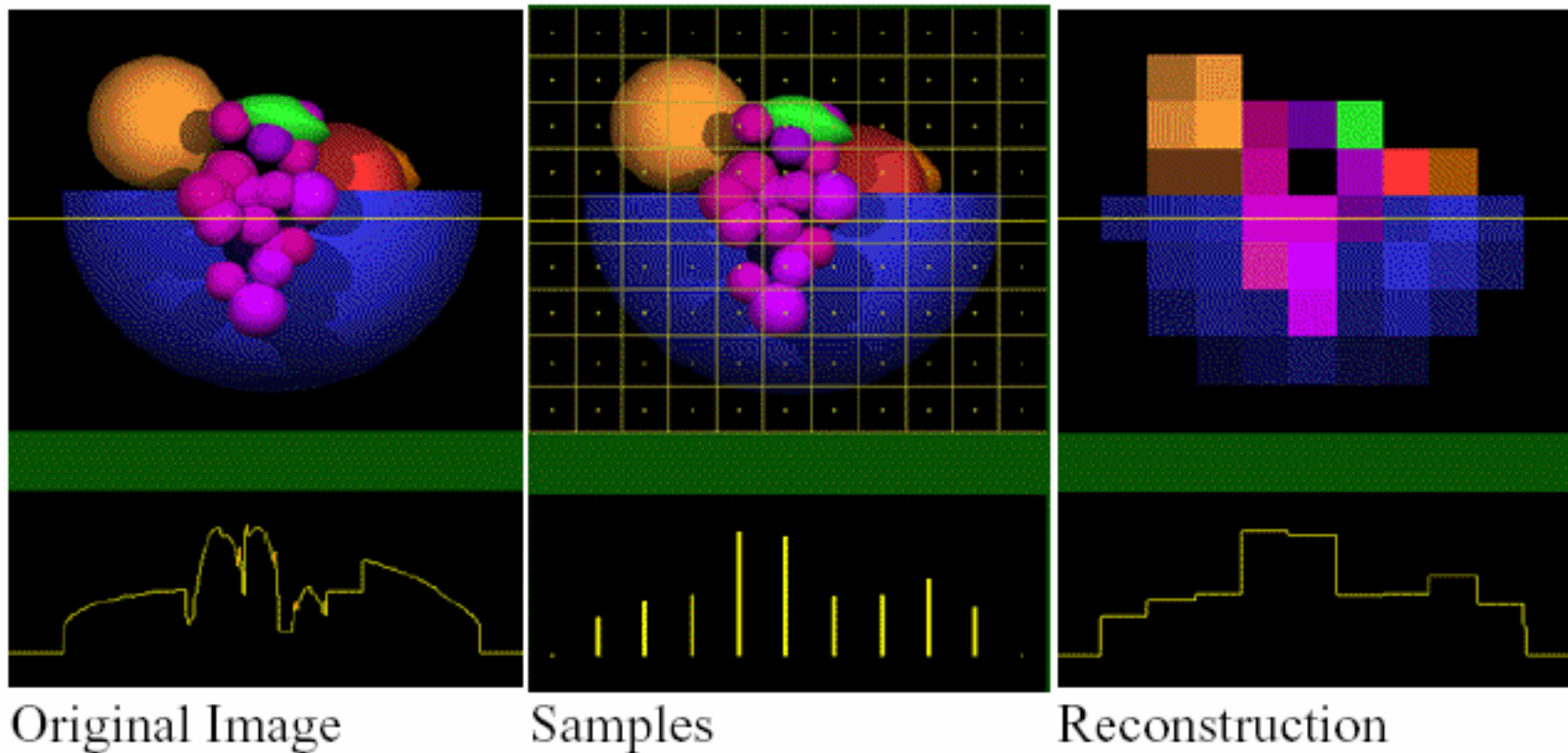
## Computer Graphics II, Rendering



Spring 2006  
Matthias Zwicker

# Aliasing

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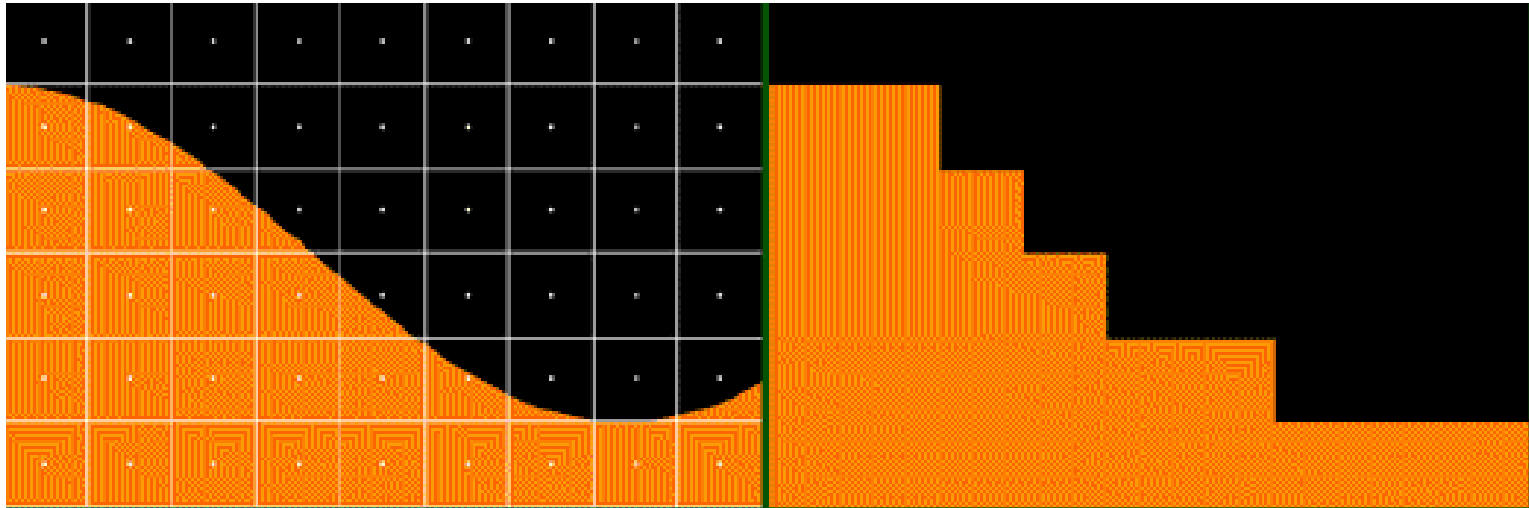


- Aliasing occurs because of sampling and reconstruction

# Aliasing

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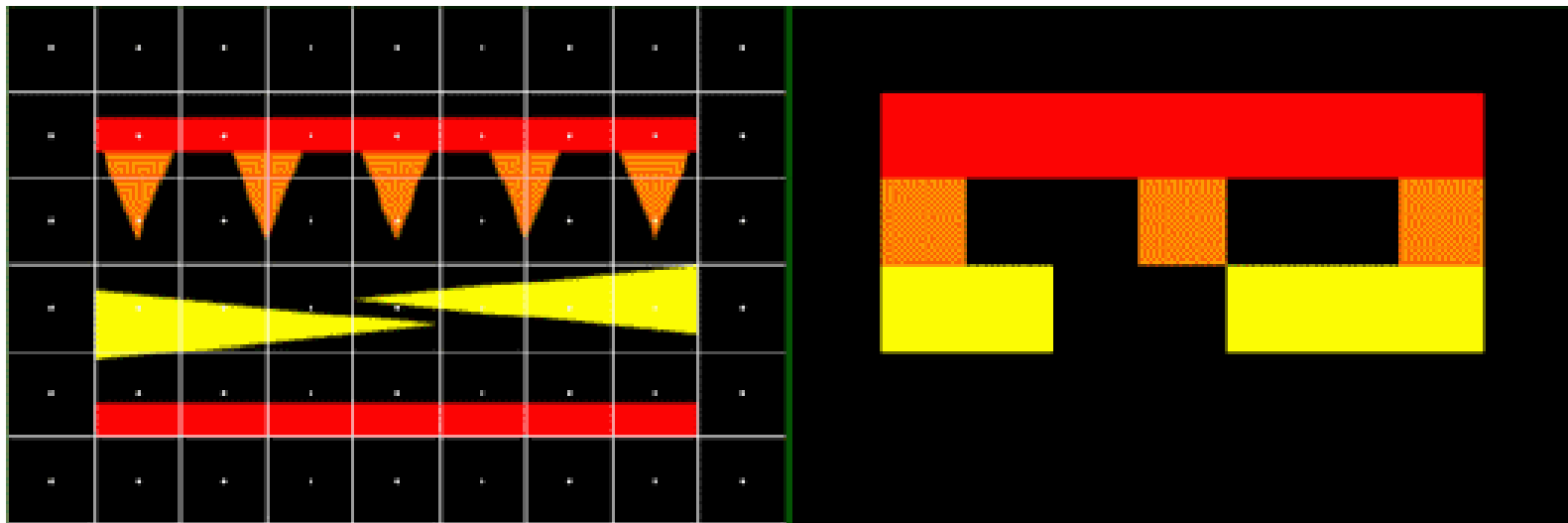
Jagged boundaries



# Aliasing

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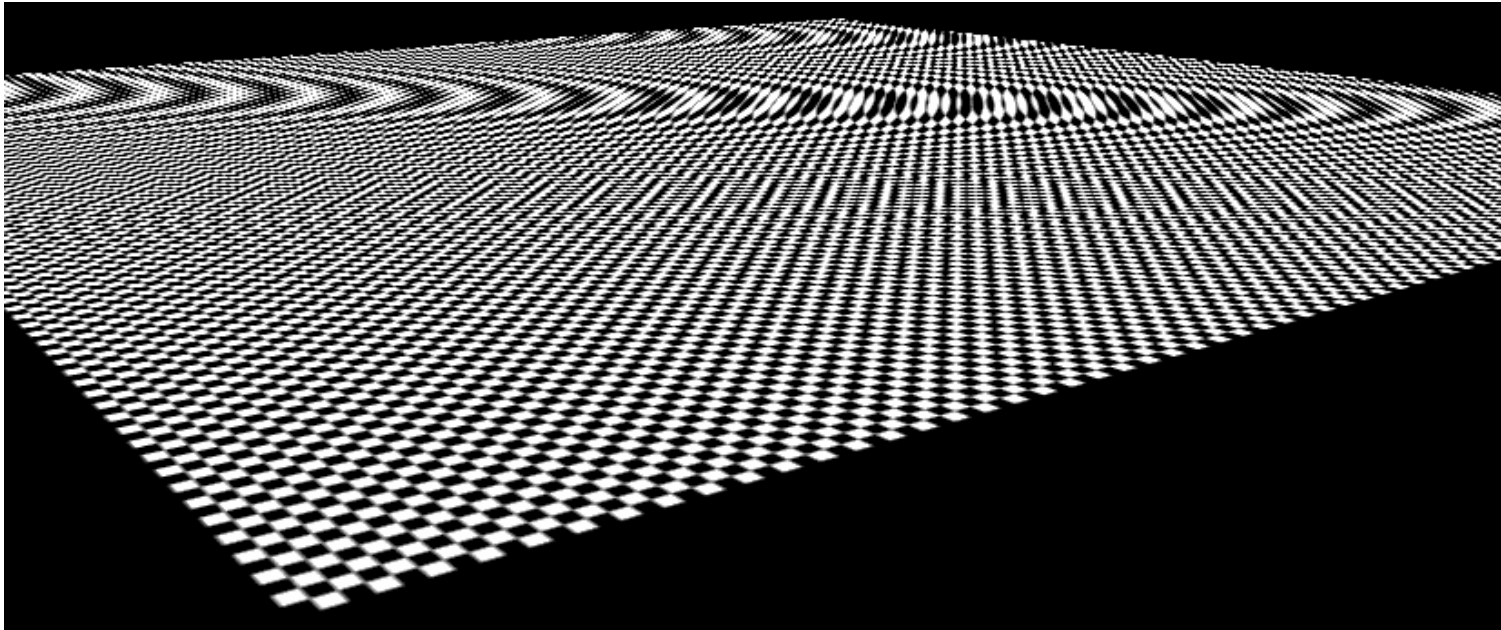
Improperly rendered detail



# Aliasing

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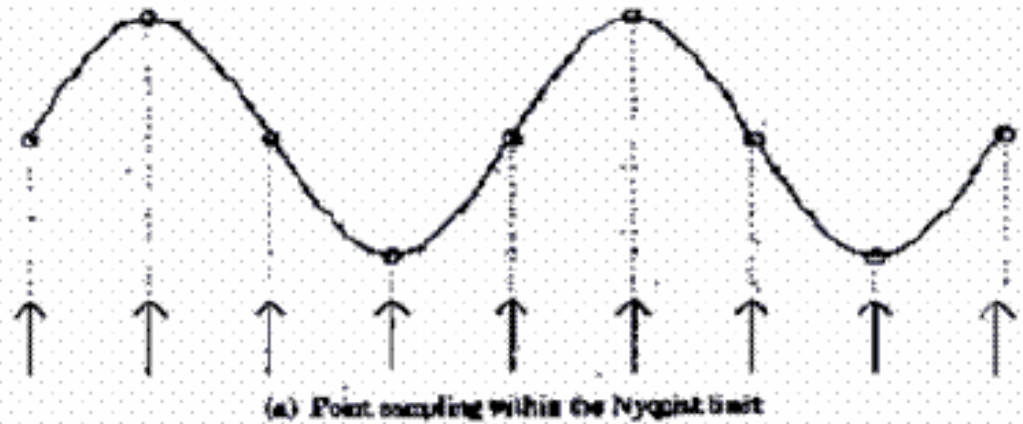
- Moire patterns



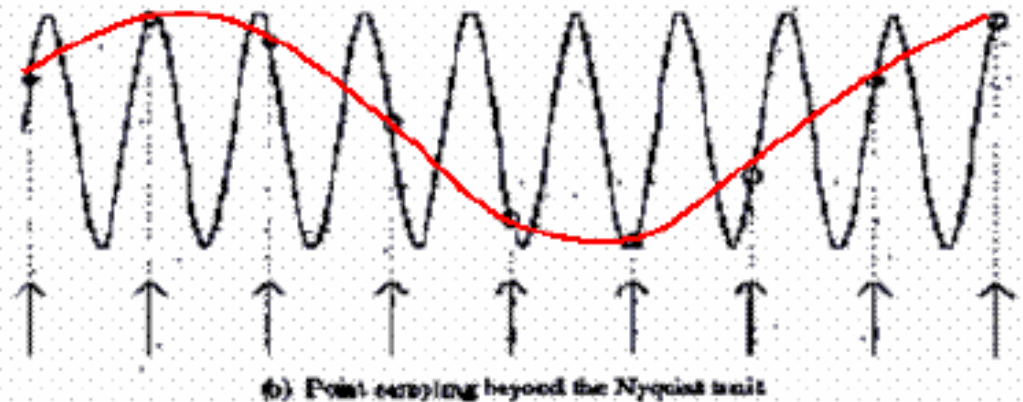
# Aliasing

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Sufficiently  
sampled



Insufficiently  
sampled

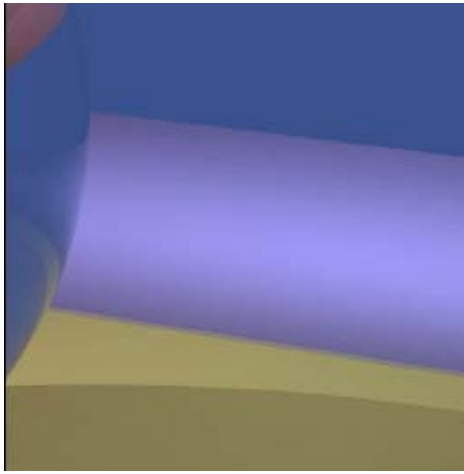


[R. Cook ]

# Sampling and aliasing

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Continuous pixel



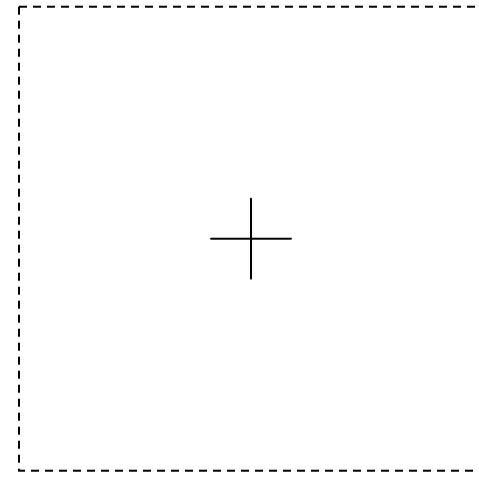
Sample



Reconstruct



Discrete pixel



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