

ANTI-ALIASING

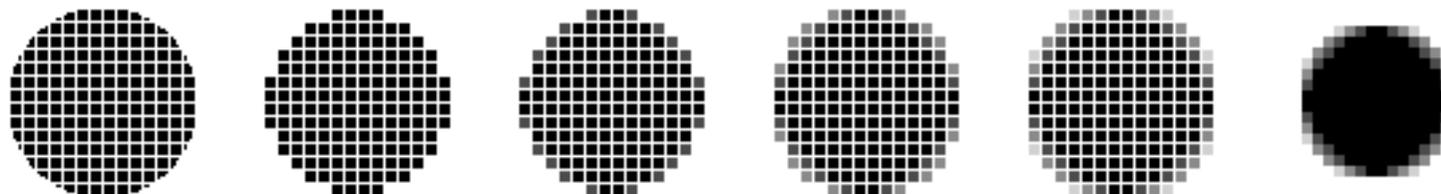
«In digital signal processing, anti-aliasing is the technique of minimizing aliasing (jagged or blocky patterns) when representing a high-resolution signal at a lower resolution.

In most cases, anti-aliasing means removing data at too high a frequency to represent. When sampling is performed without removing this part of the signal, it causes undesirable artifacts.»

source : Wikipedia.org

Thus, this process allows, by adding one (or more) pixels of an intermediate color, to smoothly join two different colors. This is mostly important when very distinct luminosities or hues are present.

Here's an example, applied to a circle :



In the example below, you can see how this « trick » is applied to a more complex shape.

A black background has been chosen. I've drawn a slightly distorted star on it. The more light-exposed edges are white, others are yellow. First, I chose to add two additional colors to the light side, then to do the same thing on the dark side.

In the next two steps, I enhanced the anti-aliasing effect by adding a bit more color info.

