

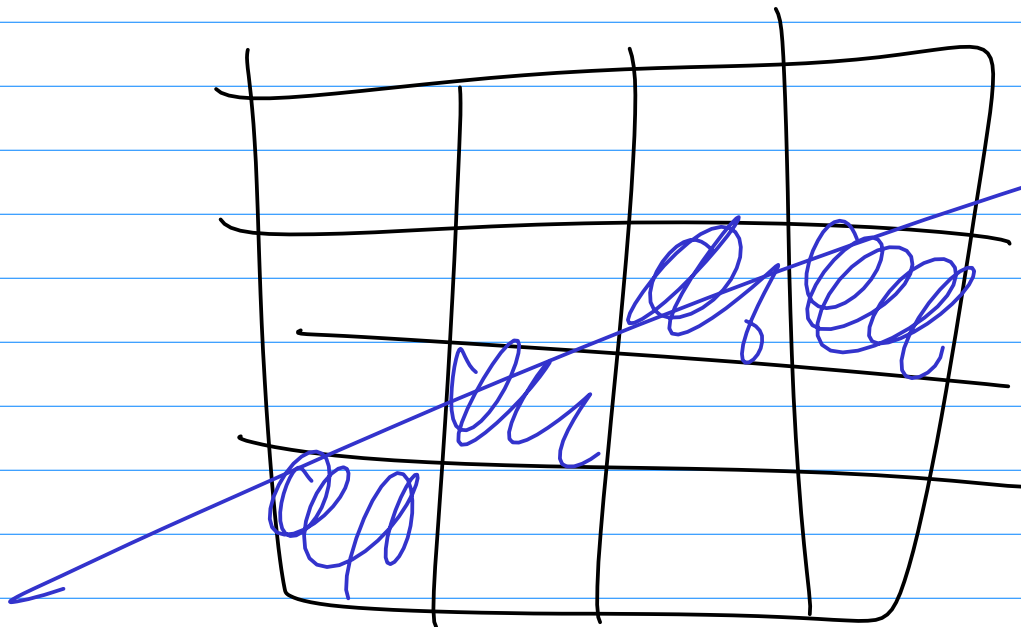
Aliasing is a problem when objects, including line widths, are smaller than pixels. Coloring a pixel by sampling one color gets a random value.

The solution is, effectively, to filter out the hi frequencies, or blur the scene.

One method is to subpixel average.

## Chapter 14

### Bresenham line drawing

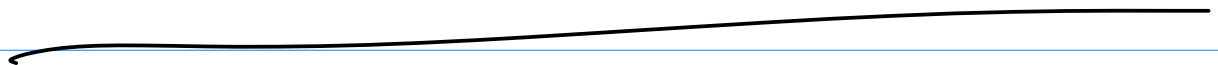


Q: what pixels to draw to make the line?

Conditions: no float, no multiplies. Keep it simple and fast.

My page transforms a slow program to a fast opaque one.

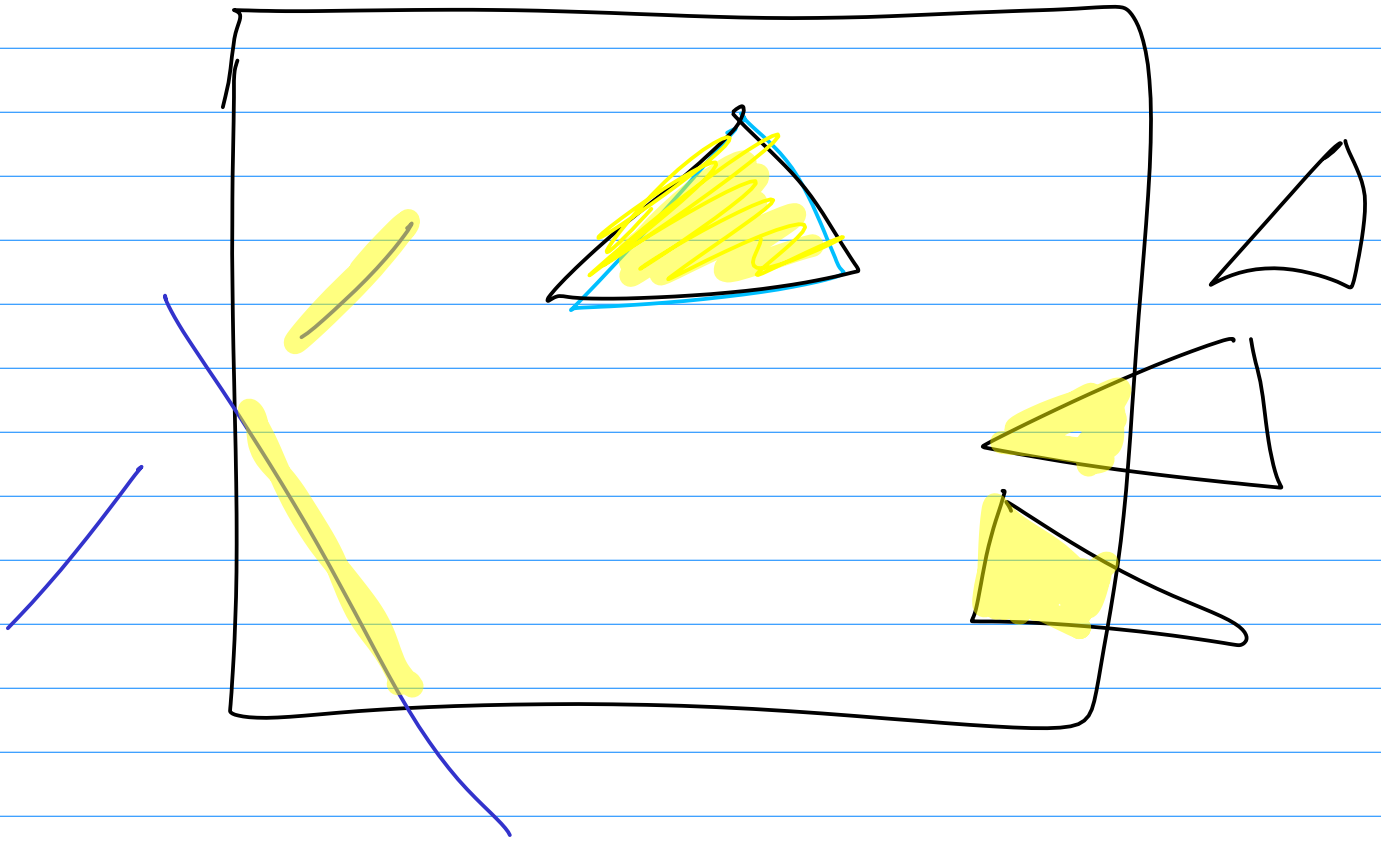
Next: do this for circles.



### Clipping

# CLIP WINDOW

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Triangle might gain a vertex.

In 3D, clip with a six stage pipeline.

