040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37

Anti-aliasing Preferences

<Anti-aliasing> preferences are found in the <Info/Preferences> menu in OneVision's main menu (;../OneVision/MainMenu/Info/Preferences.rtfd;;¬). Some OneVision-Image tools use these settings if you select the <OneVision-Image Anti-aliasing> option.

Anti-aliasing Preview
This previews the effects of   the anti-aliasing. The left half of the preview shows nine color well icons of different colors, arranged in a 3x3 matrix. The right half illustrates the mixing of these colors caused by the selected anti-aliasing method.

Note: The final results of anti-aliasing also depend on the module that uses it (e.g. Rotate Image Data) and on the resolution of the processed image.

The colors in the color well icons can be modified with the color selection panel (;../OneVision/WorkingIntro/Colors.rtfd;;¬).

Algorithm

Two anti-aliasing methods are currently available:

Gauss Anti-aliasing
This method uses a gaussian distribution for the impact of color values around a pixel. You can control the strength of the effect by varying the *<Impact>* parameter. The effects of modifying this parameter are immediately displayed in the preview.

NÙchster Nachbar;¬Nearest Neighbor
The color values of the nearest neighbors of a pixel are used to calculate the anti-aliasing effect. The influence of neighboring pixels can be controlled with the *<Impact Area>* parameter.

For both kinds of anti-aliasing, setting a parameter to its minimum value (1) means that almost no anti-aliasing takes place and color transitions are sharp and hard. Setting a parameter to its maximum value (100) results in a nearly complete blending of all colors.