

Figura 1. Amostragem e reconstrução de uma cena.

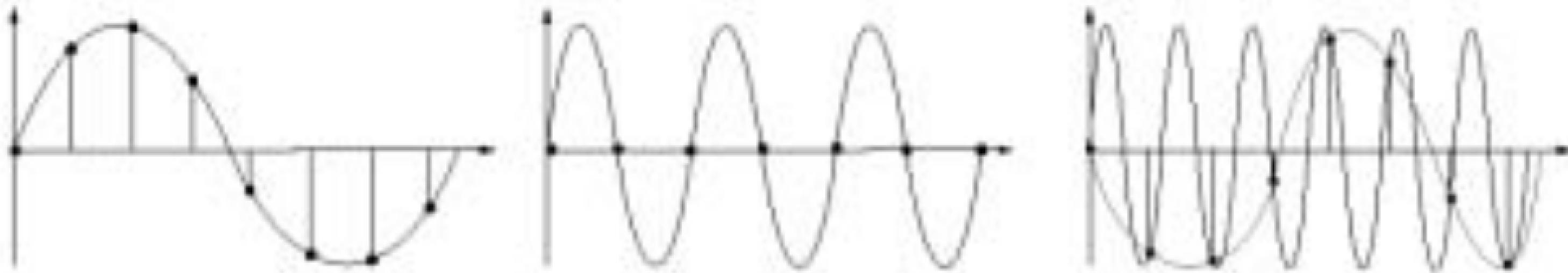


Figura 2. Amostragem pontual e reconstrução.

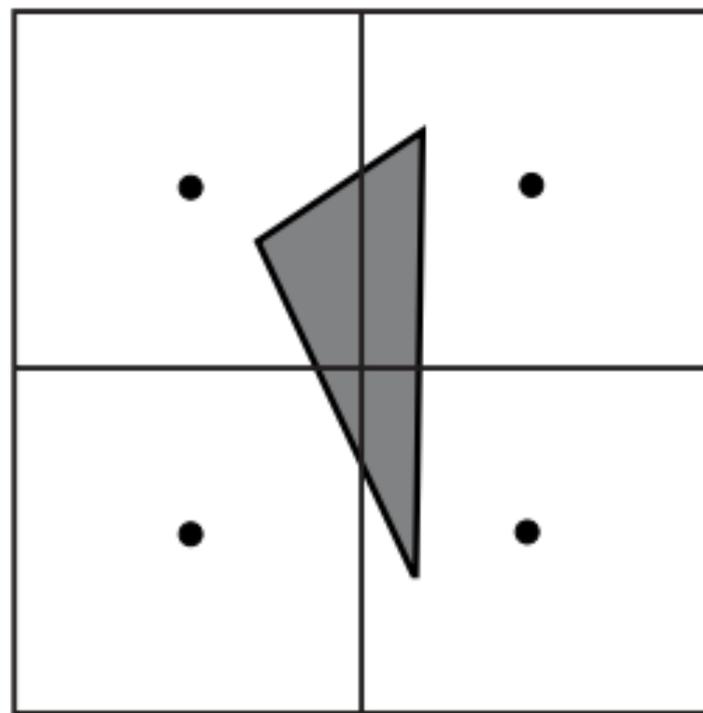
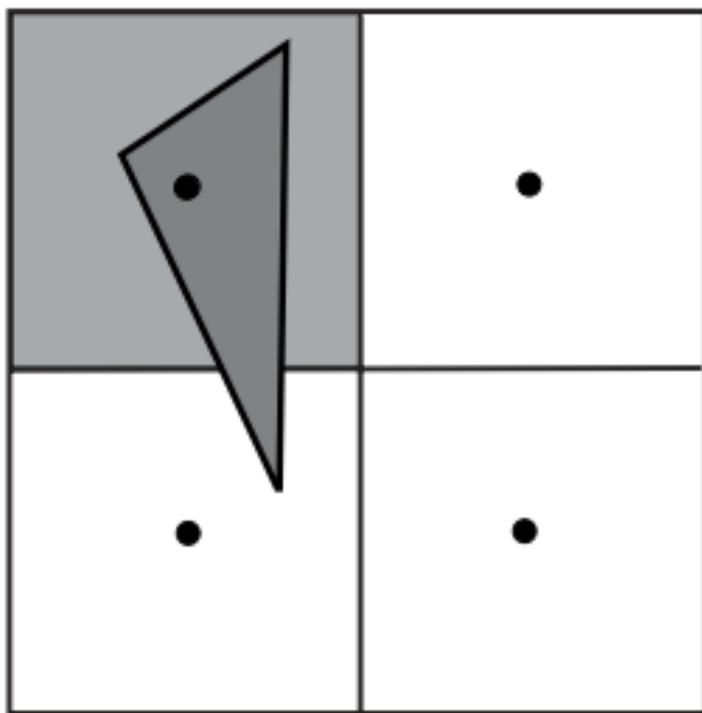


Figura 3. O triângulo desaparece da imagem dependendo de sua posição no pixel.

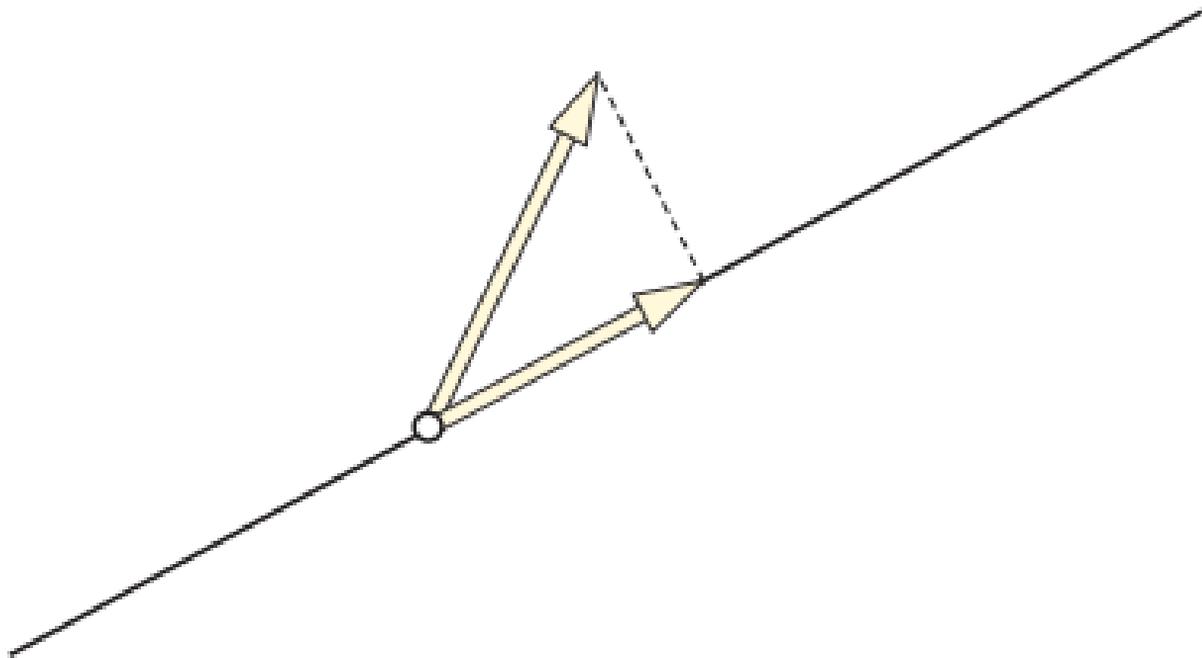


Figura 4. Projeção e reconstrução.

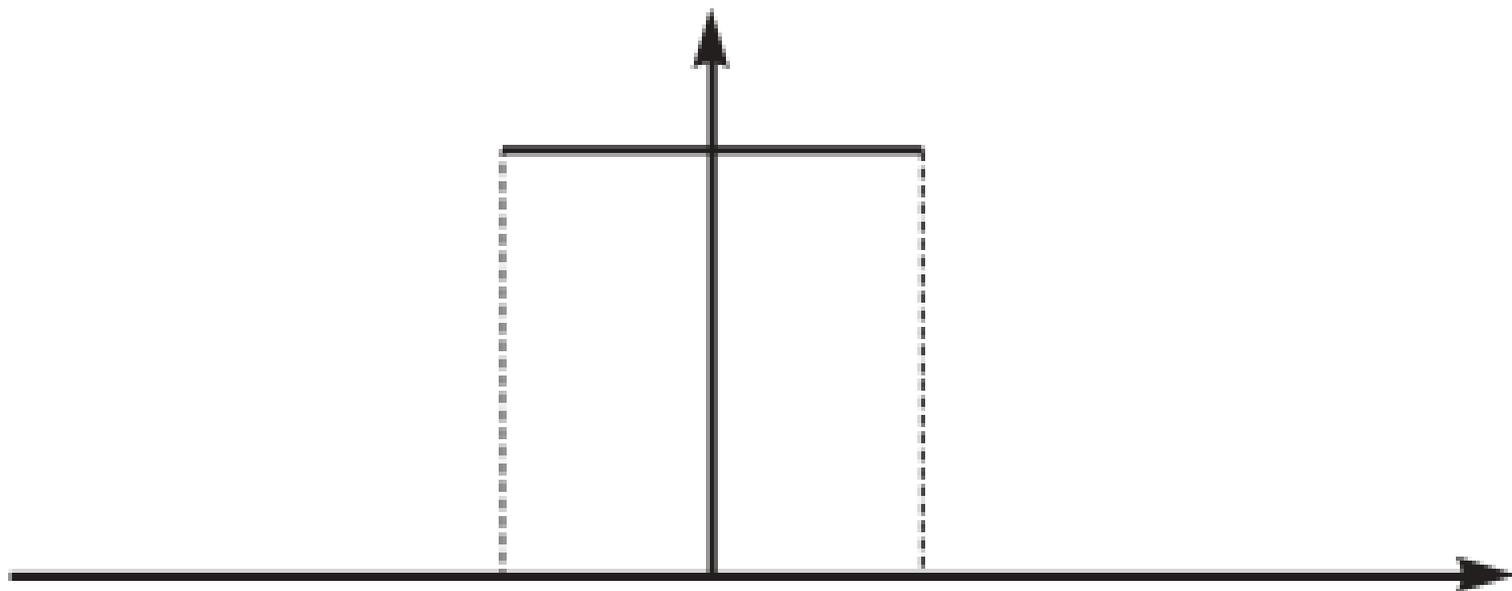


Figura 5. Base de Haar.

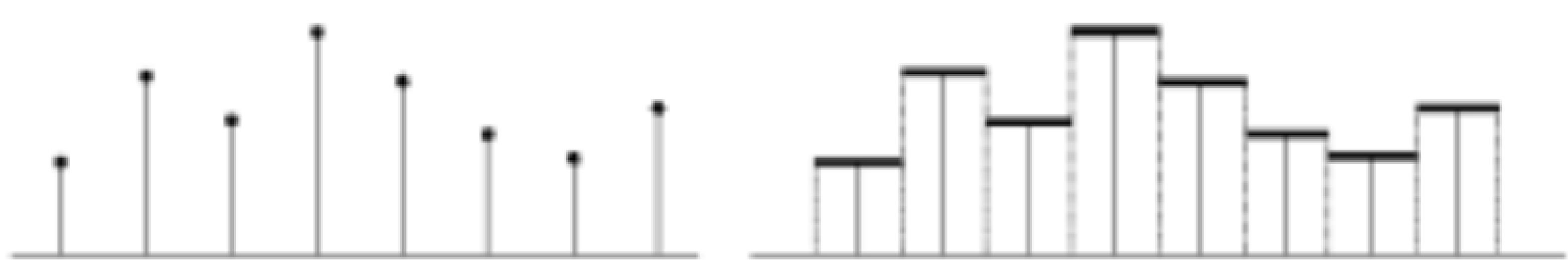


Figura 6. Representação e reconstrução de Haar.



Figura 7. Representação pontual e representação de Haar.

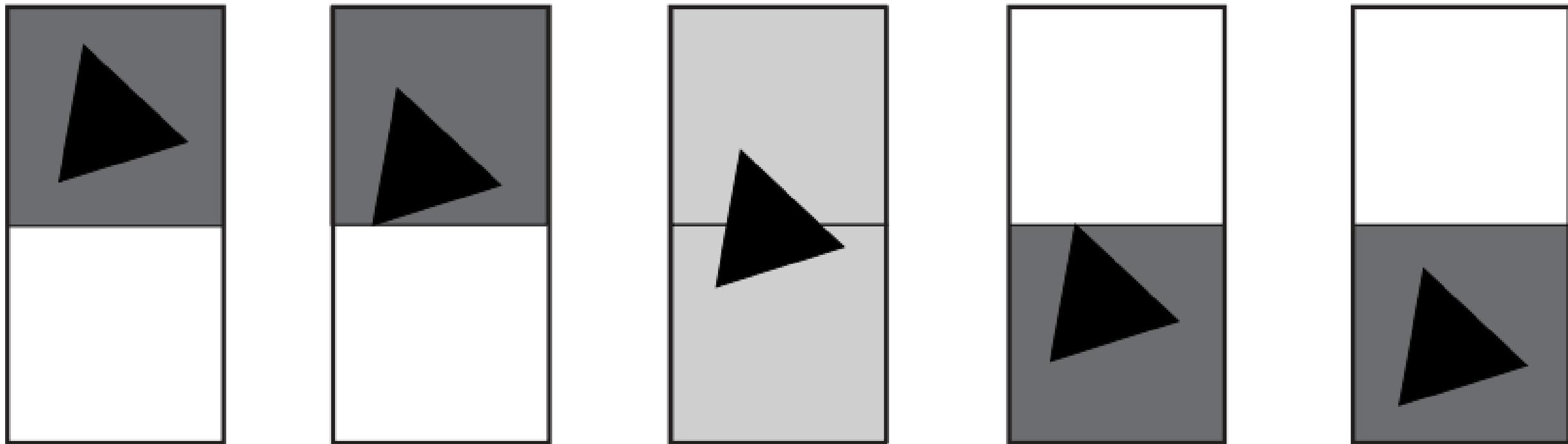


Figura 8. Representação pontual e representação de Haar.

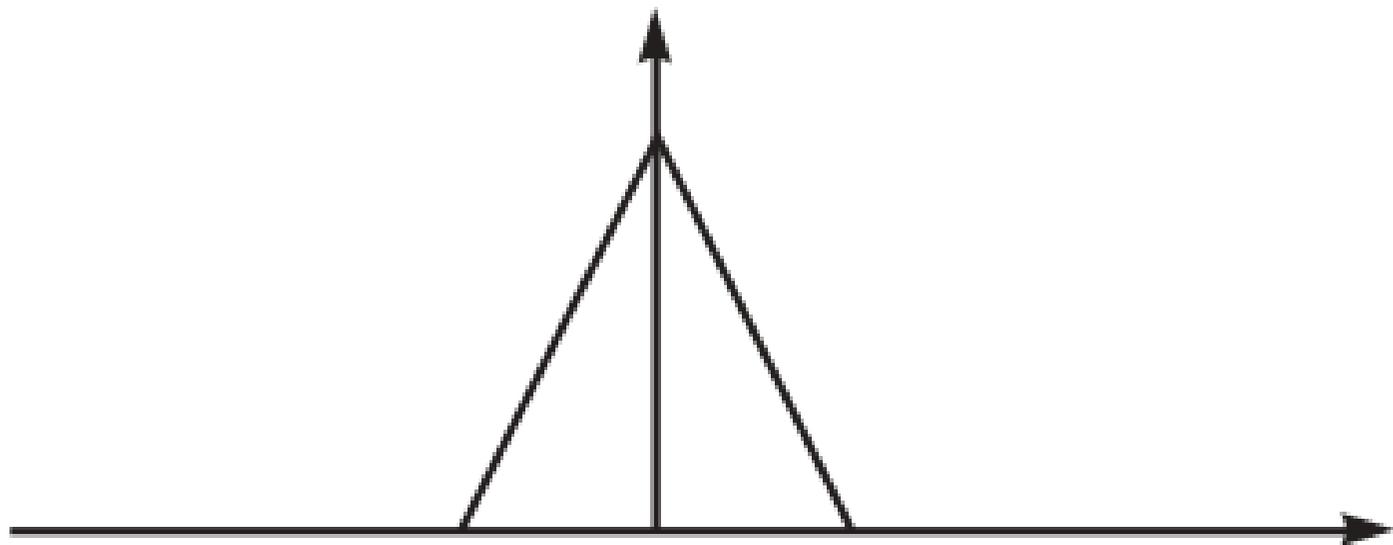


Figura 9. Núcleo de representação triangular.

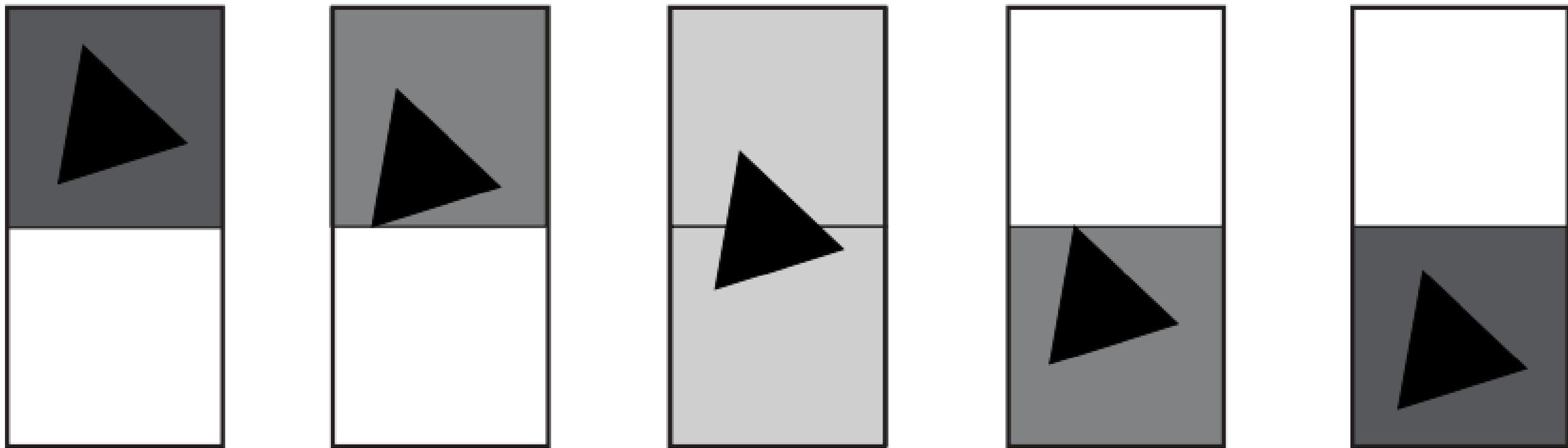
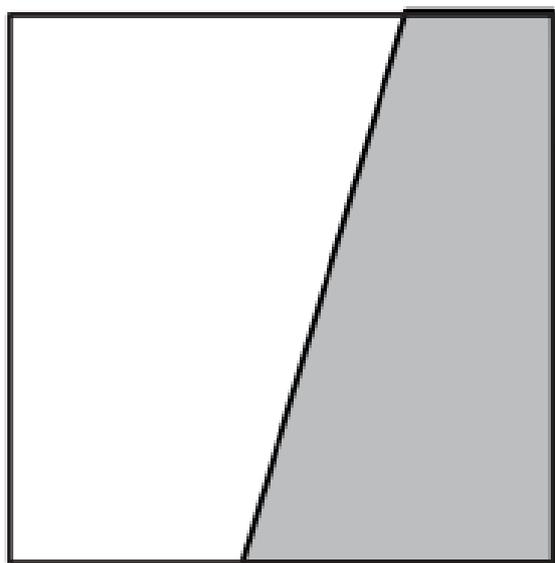
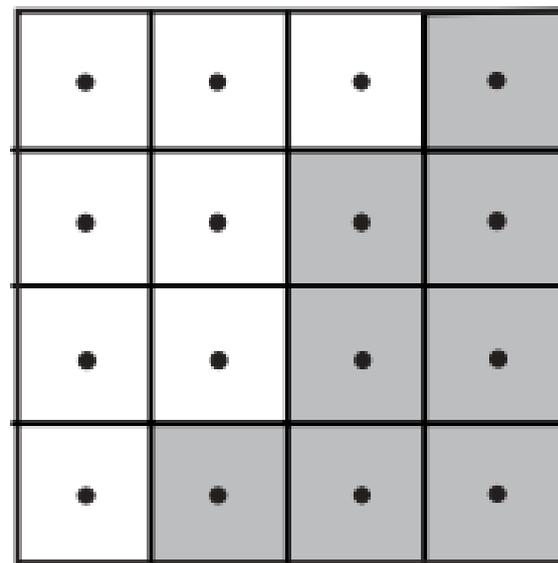
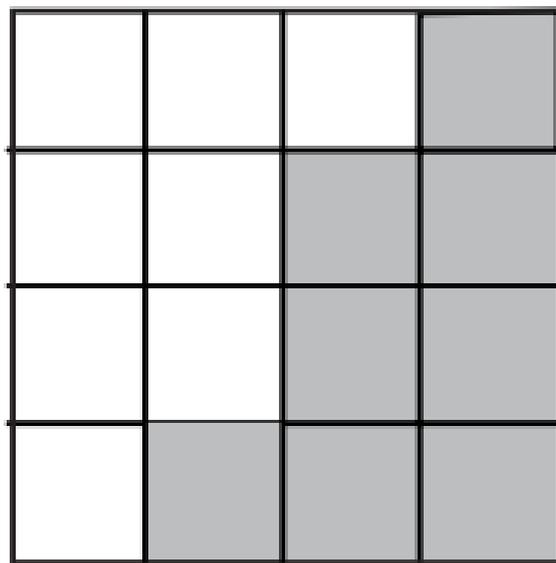


Figura 10. Amostragem com núcleo triangular.

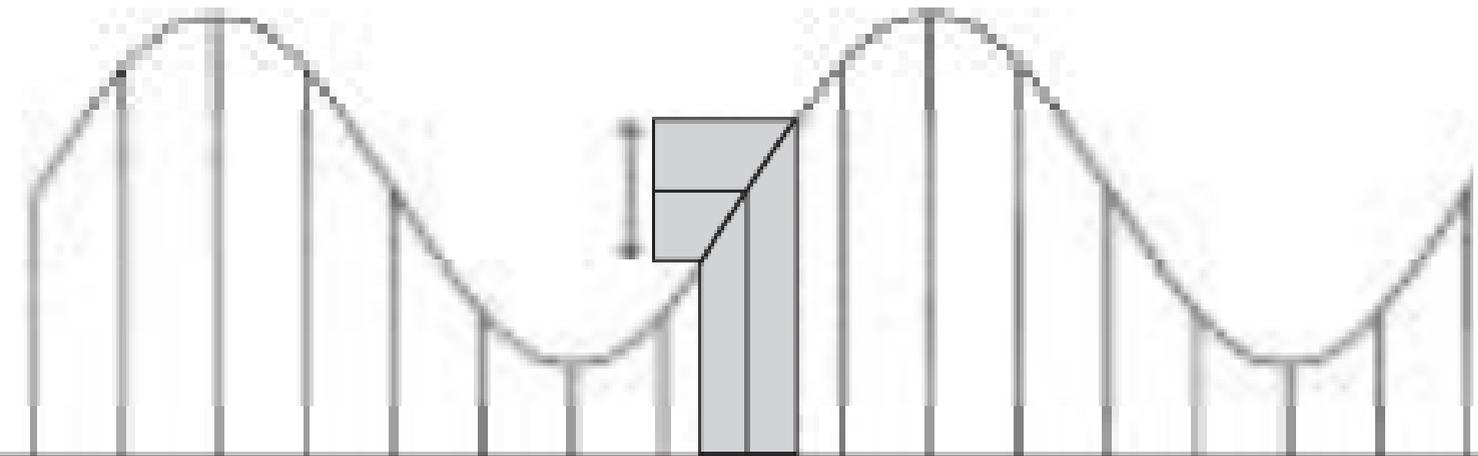


(a)

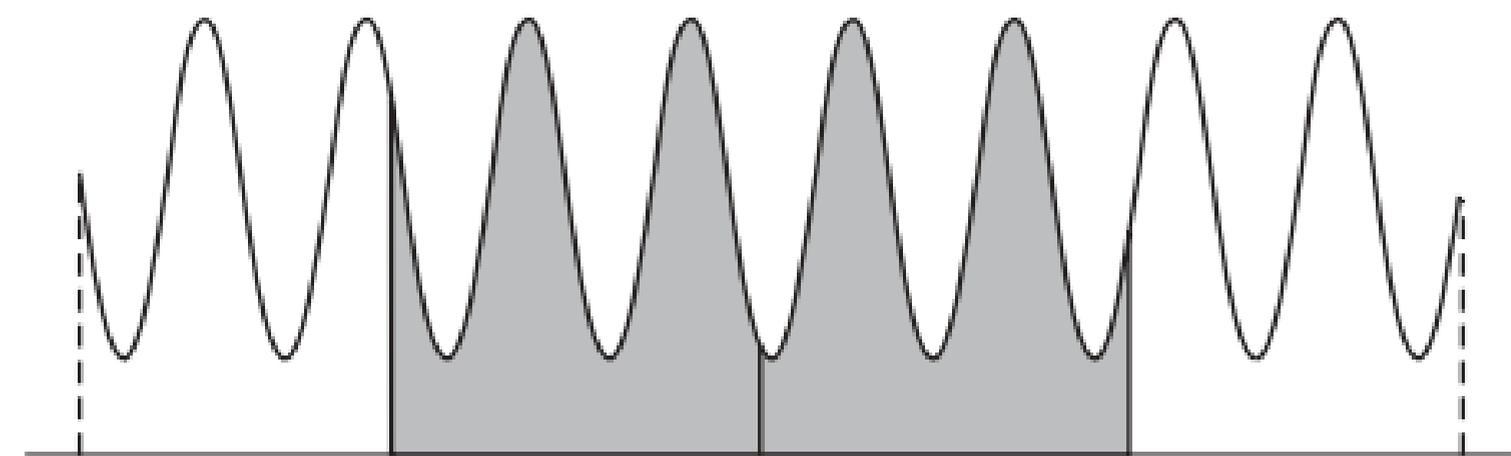


(b)

Figura 11. Amostragem por área aproximada (a); super amostragem (b)



(a)



(b)

Figura 12. Amostragem com perturbação aleatória.

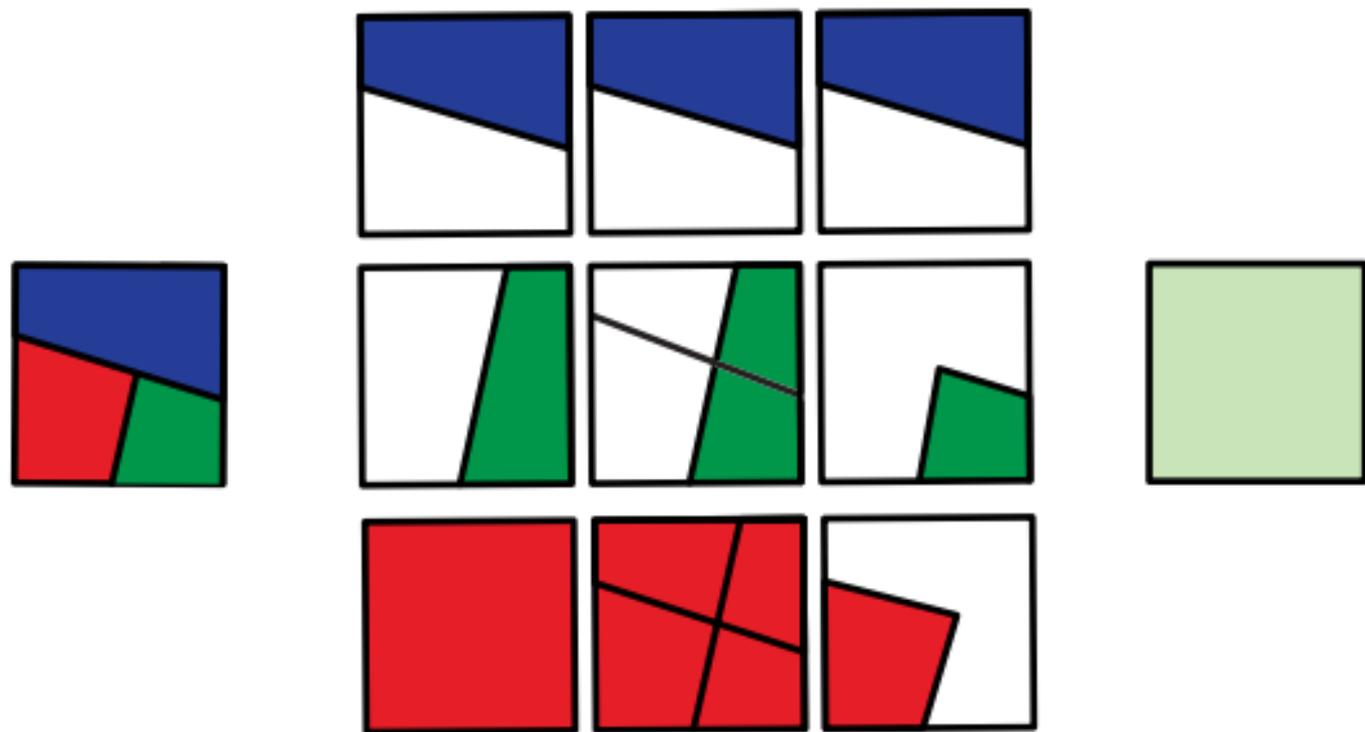
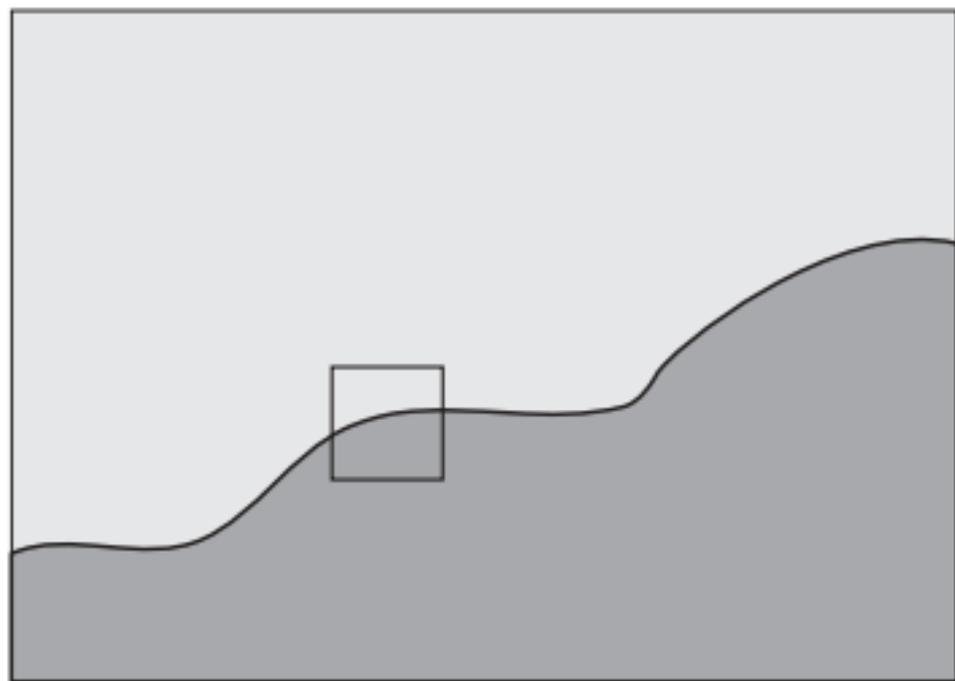
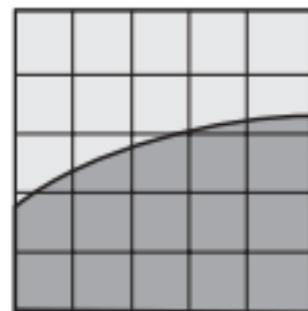


Figura 13. Amostragem analítica de polígonos.



imagem



pixel e subpixels

0	0	0	0	0
0	0	0	0	1
0	1	1	1	1
1	1	1	1	1
1	1	1	1	1

máscara de bits

Figura 14. Máscara de bits de um pixel.

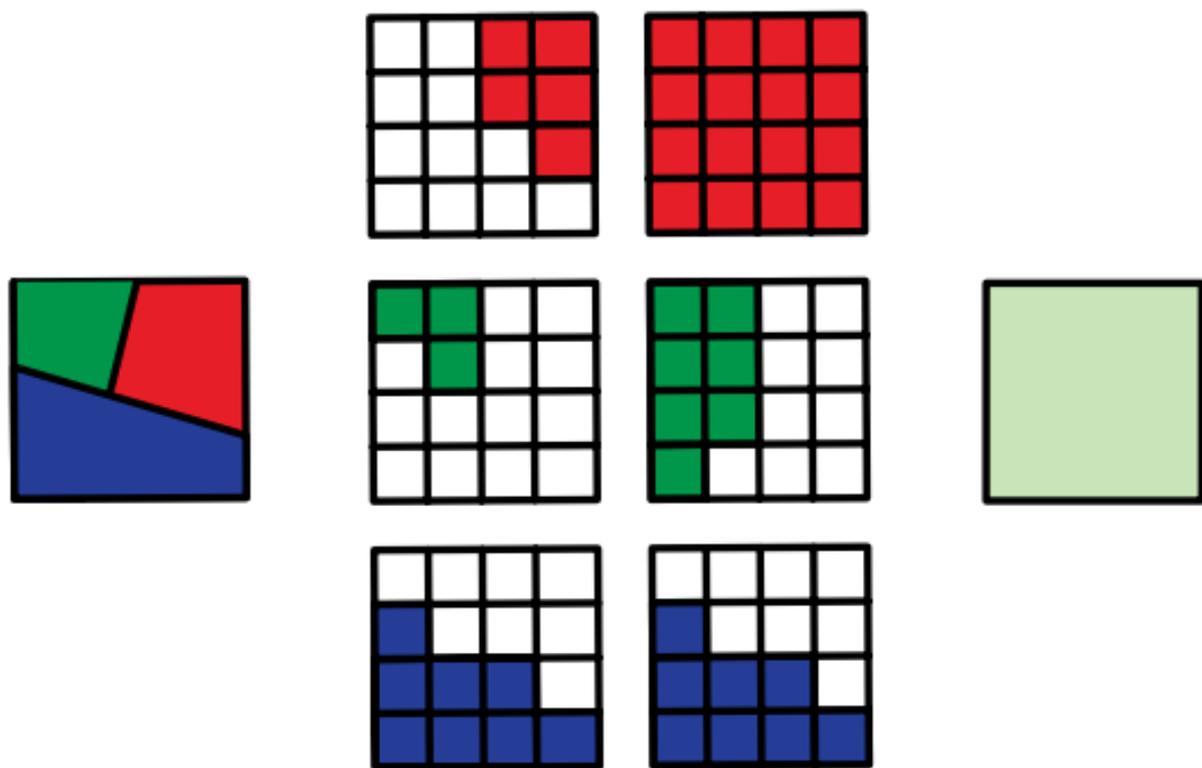


Figura 15. A-buffer de um pixel com três fragmentos de polígonos.