
Subject: Re: rough lines in IDL graphic window
Posted by [Rick Towler](#) on Mon, 14 Nov 2005 22:40:57 GMT
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The problem you describe is called aliasing, a common problem in computer graphics:

<http://en.wikipedia.org/wiki/Aliasing>

Techniques for minimizing aliasing are called anti-aliasing:

<http://en.wikipedia.org/wiki/Anti-aliasing>

A simple approach to anti-aliasing is to create a very large image, say 4 times your desired size and then use REBIN or CONGRID to shrink your image back to your desired size. I posted regarding this a while back:

<http://tinyurl.com/8dxaq>

The code at the bottom of that post could be integrated into your program which dumps the images to disk.

-Rick

arctorit@yahoo.com wrote:

> Dear all,
> I have a 2D field of which I make contour lines. On the graphic window
> this contour lines
> appear quite rough, i.e. they seem to be formed by small rods one after
> the other.
> When I print this to a PS file, the lines become magically smooth and
> very nice to look at.
>
> Usually I don't care that much about this problem, but as now I would
> like to do a movie,
> starting from graphic window dumps, I would like to have the same
> smooth lines also
> in the graphic window.
>
> If someone can resolve this puzzle.....
>
> Thank you all.
> Franco.
>
