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Subject: Re: antialias object graphics

Posted by [greg michael](#) on Mon, 24 Apr 2006 11:48:50 GMT

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Hi Karl - that looks like a possibility - the trick seems to be to render the scene more than once, shifting each time by a fraction of a pixel, and then averaging. I don't know how that works out for speed (they use 8 renderings by default, but the routine appears to offer more economical variants), but I'll give it a try.

Rick's hardware option would be faster, I'm sure, but as far as I know, that can't be done through ION script - you're compelled to use the idlgrbuffer.

many thanks,  
Greg

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