
Subject: Re: antialias object graphics

Posted by [Rick Towler](#) on Fri, 21 Apr 2006 17:03:46 GMT

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greg michael wrote:

- > Does anyone know if it's possible to get graphic objects rendered with
- > antialiasing? I'm producing some rather small 3-d surface views with
- > idlgrsurface - they look very nice except for the jagged edges. They're
- > for a web-application which needs to be fast, so I can't consider
- > reducing double-resolution versions.

The only other way would be to use hardware based methods. This requires that you render to the screen as IDL doesn't support hardware render to buffer and you have hardware that provides anti-aliasing support. Most modern display adapters based on ATI and nVidia chipsets do this as well as almost all professional display adapters.

-Rick

Subject: Re: antialias object graphics

Posted by [Karl Schultz](#) on Fri, 21 Apr 2006 19:34:32 GMT

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On Fri, 21 Apr 2006 10:03:46 -0700, Rick Towler wrote:

- >
- >
- > greg michael wrote:
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- >

You might have a look at d_objworld2.pro, which has an anti-alias feature in the Options menu. The source code ships with IDL. I don't know if it will work for your situation, but may be worth a look.

Karl

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
