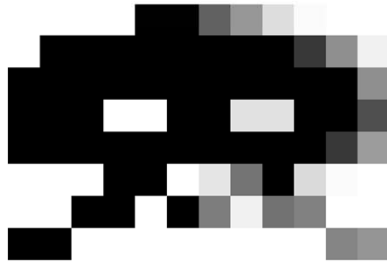


Filtering Approaches for Real-Time Anti-Aliasing



<http://www.iryoku.com/aacourse/>



Introduction

Diego Gutierrez

A Directionally Adaptive Edge Anti-Aliasing Filter

Jason Yang

Morphological Anti-Aliasing (MLAA)

Alexander Reshetov

Jimenez's MLAA

Jorge Jimenez

Hybrid CPU/GPU MLAA on the Xbox-360

Pete Demoreuille

Low latency MLAA in God of War III

Cedric Perthuis

PlayStation Edge MLAA

Tobias Berghoff

The Saboteur Anti-Aliasing (SPUAA)

Henry Yu

Break



Subpixel Reconstruction Antialiasing (SRAA)

Morgan McGuire

Fast approximate Anti-Aliasing (FXAA)

Timothy Lottes

Distance-to-edge Anti-Aliasing (DEAA)

Hugh Malan

Geometry Buffer Antialiasing (GBAA)

Emil Persson

Directionally Localized Anti-Aliasing (DLAA)

Dmitry Andreev

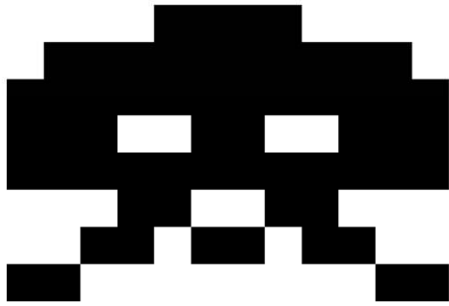
Crysis 2 Anti-Aliasing

Tiago Sousa

Wrap-up and Discussion / Q & A

Close

Aliasing

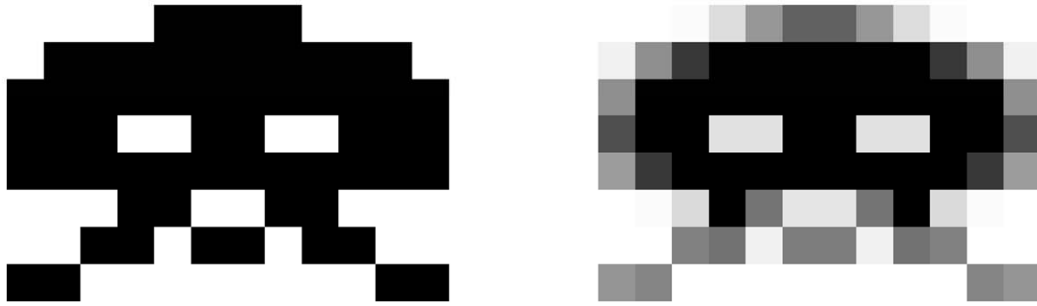


Aliasing

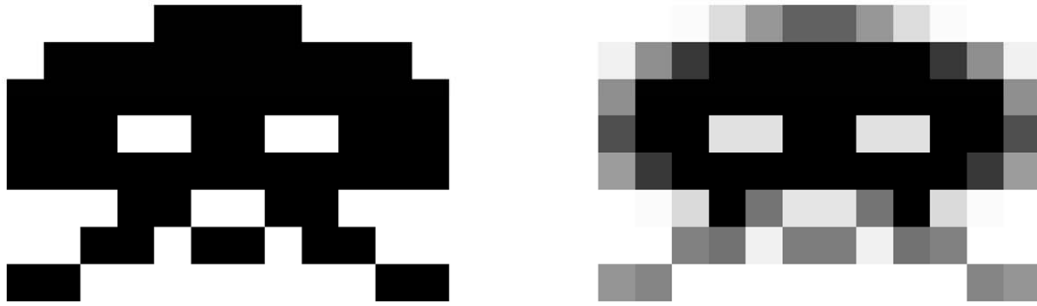


- Jaggies!
- Multisampling
- Not well suited for deferred shading environments

Post-processing antialiasing



Post-processing antialiasing



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Post-processing antialiasing

A Directionally Adaptive Edge Anti-Aliasing Filter

Jason Yang

AMD