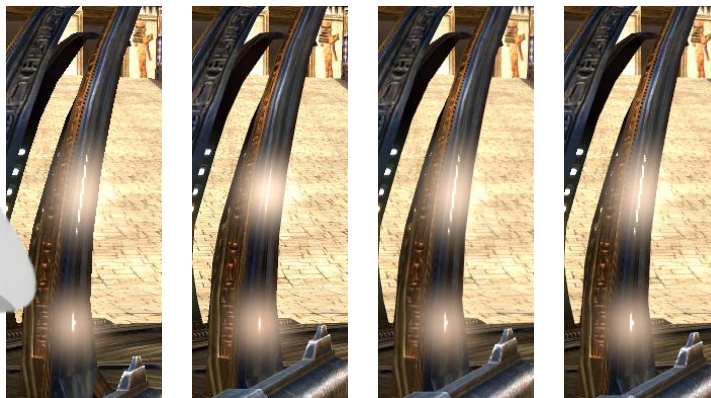The

SOCIETY of PHYSICS STUDENTS

Presents:

Serious Statistics: The Aliasing Adventure

James Pitchford, '11 (BS math)

Video games have never been more popular and their creators have many means and methods to make these games look as great as they can. Among these are anti-aliasing techniques that strive to remove jagged edges, moiré patterns, shimmering, and more unsightly artifacts. Where does this term 'aliasing' come from? How do these methods work that some can produce so significantly different results, both visually and on performance? Why do we not see aliasing in Nature, just as we look around?

Thursday, October 17
SR 151, 11:30 am

Pizza and Beverages provided