



Analytic Rasterization of Curves with Polynomial Filters

Josiah Manson and Scott Schaefer

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Motivation

2PEASBILLBOARD

2PeasMisterGiggles

ACTIONPACKED

AdLib

Allembert

AlternateGothic

Americana

Annie

Arial

Arial Black

BahiaScript

BALLOON

Batang

BELLCENT

Bernhard BdCn

BlackKadider

Black Jack

Bodoni

BoyzrGross

BradleyHand

BrownCow

Brush

Calligraph

Cheddar Salad

ChillyMoe

CK Fantasy

COPPERPLGOTHL

Comic Sans

CRAZYGIRLBlond

Curlz

Dannette

Dear Joe

DellaRobbia

DeVinne

Donnys Hand

Dotum

DreamerOne

EastMarket

EdwardianScript

Elise

English

ENGRAVERS

EngraverOldEng

Eras Demi

EscapeTyWriterC

Euclid

FestivalFlourish

FG Adam

FG ALBIN

FL amelia

FG Isak

FG Josefina

FG Maria

IG ScriptElegant

FontDinDot

FontOnAStick

Formal

Freehand

French Script

French

Georgia

GOLIATH

GoodDogPlain

Greer

Grilled Cheese

Gumsey

Hank

HardCompound

HastyPudding

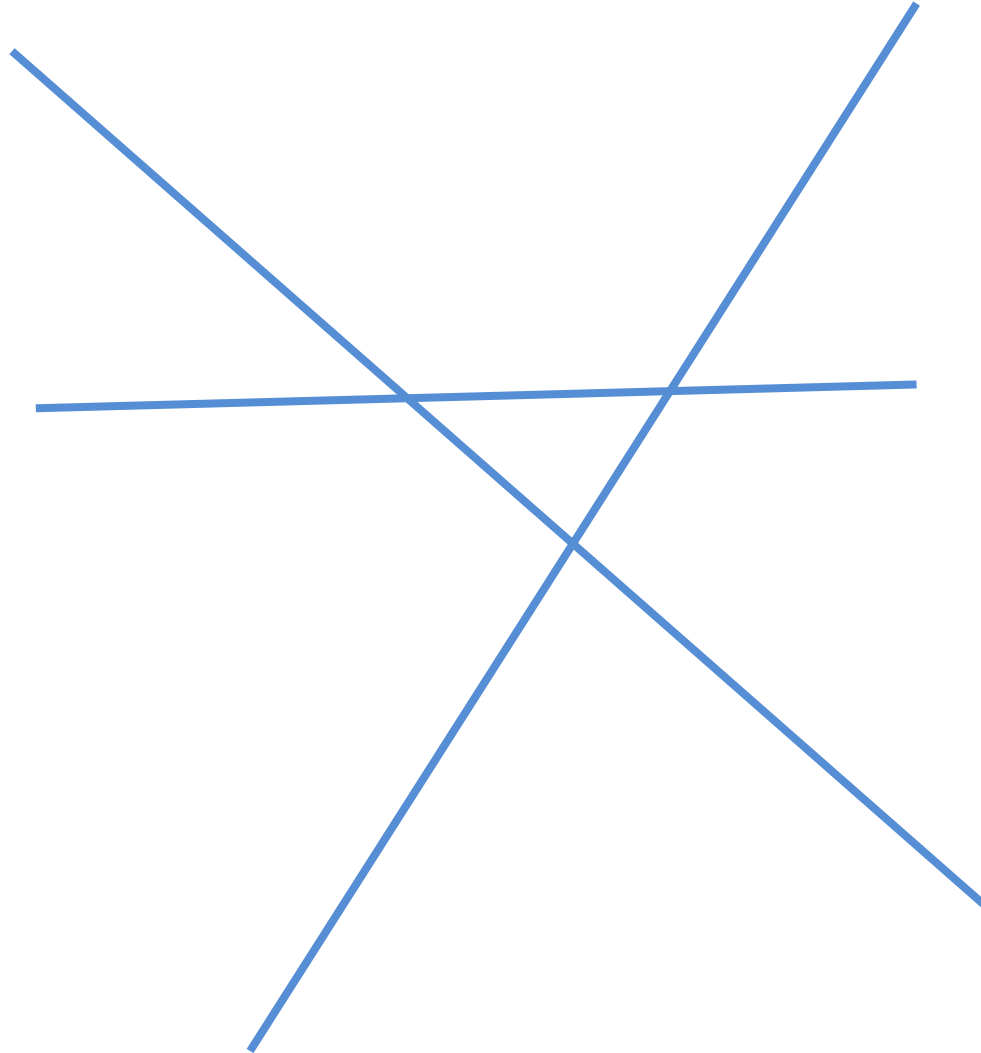
Motivation



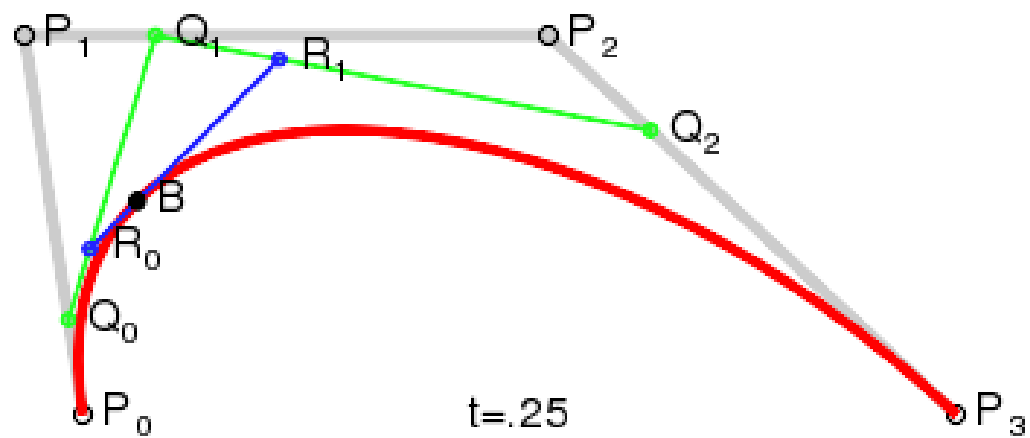
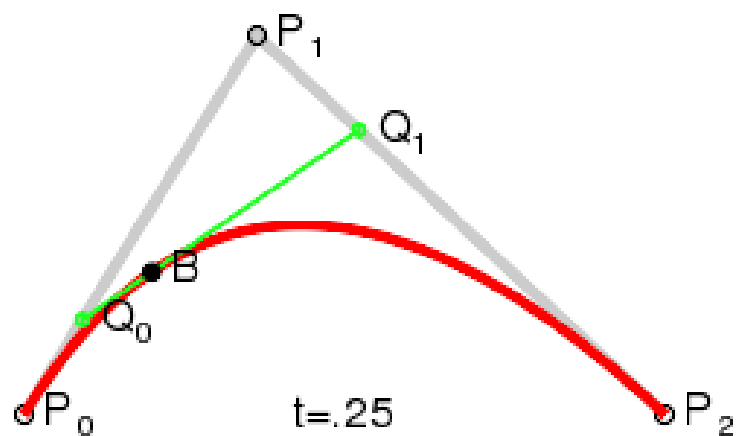
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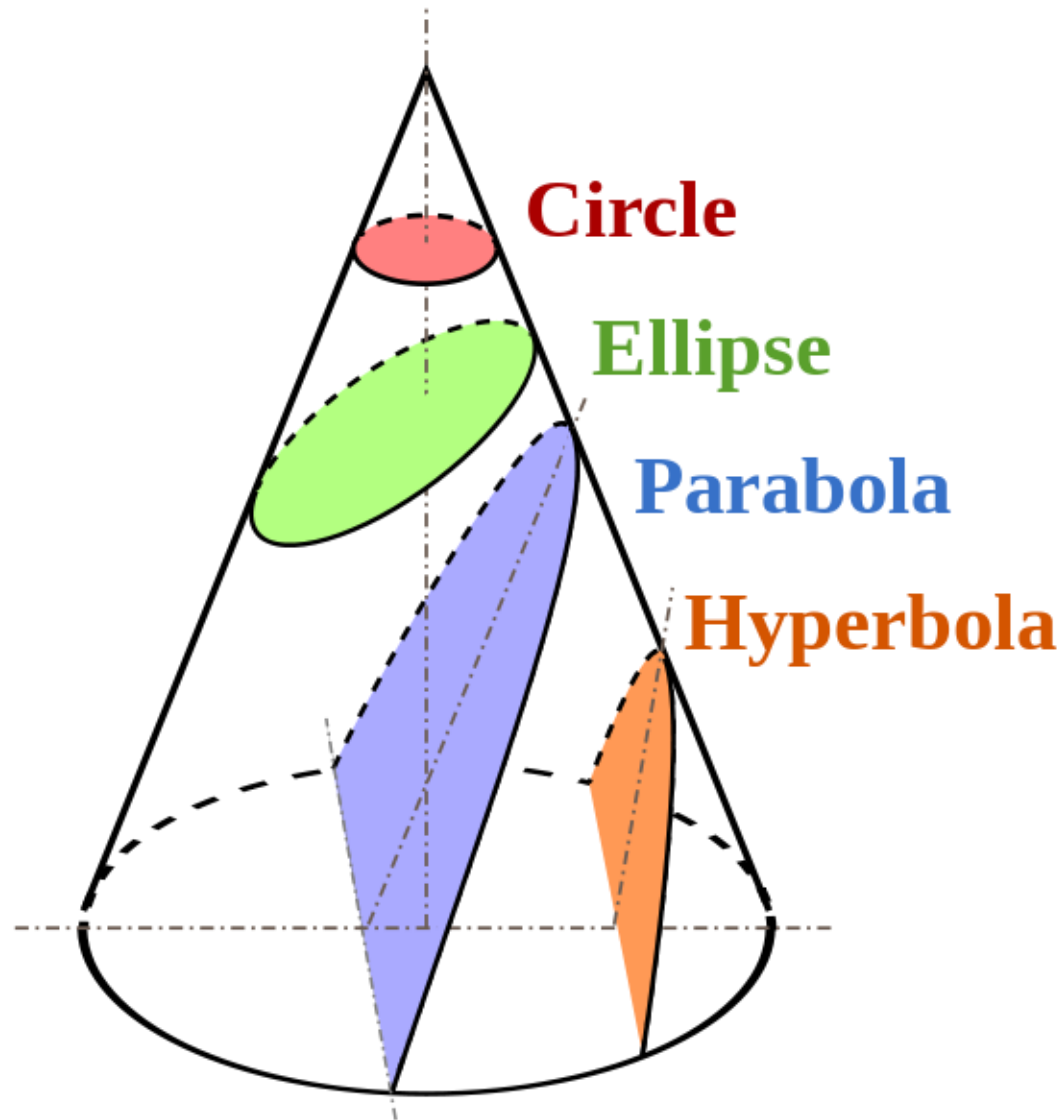
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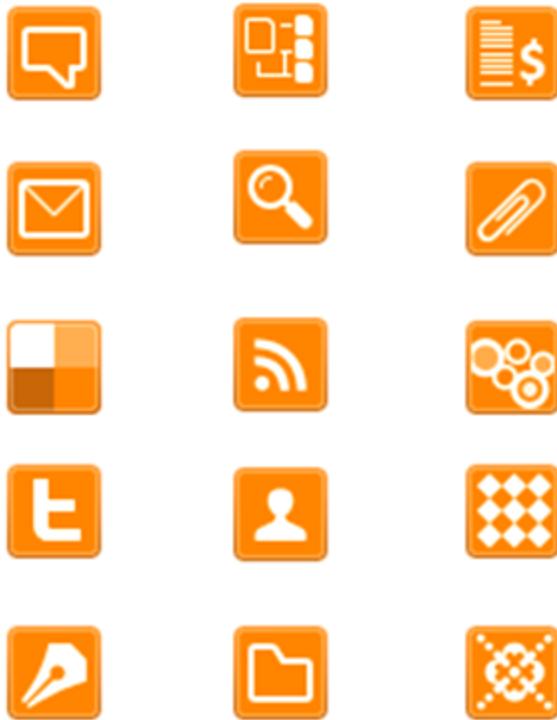
Motivation



Motivation



Motivation



Constant colors

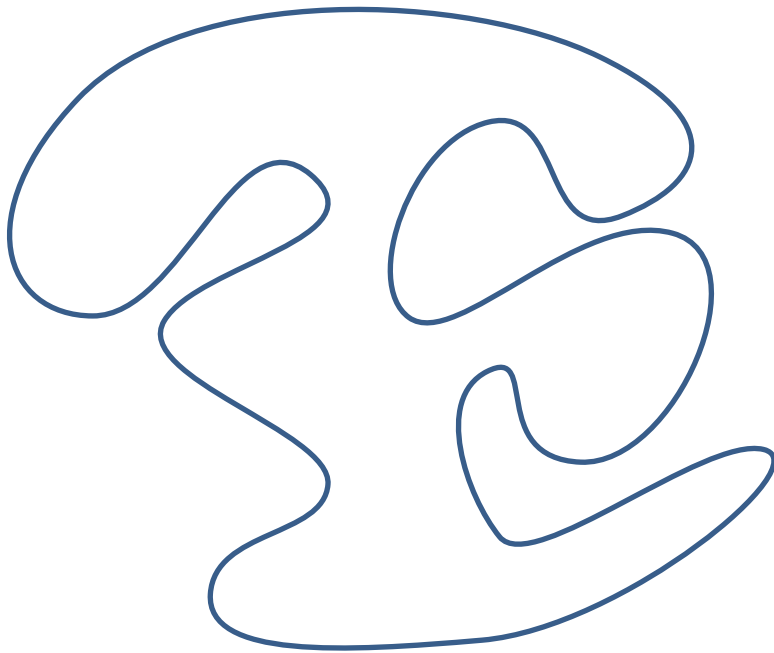


Color gradients

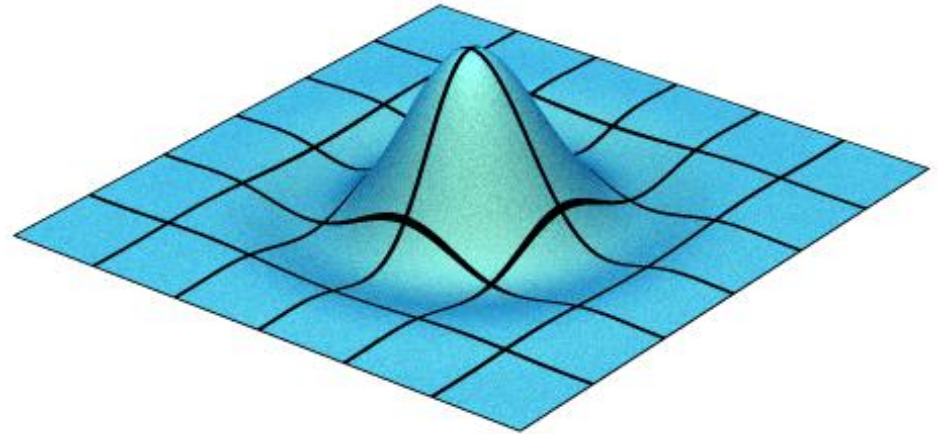
Motivation



Input



Curve Boundary

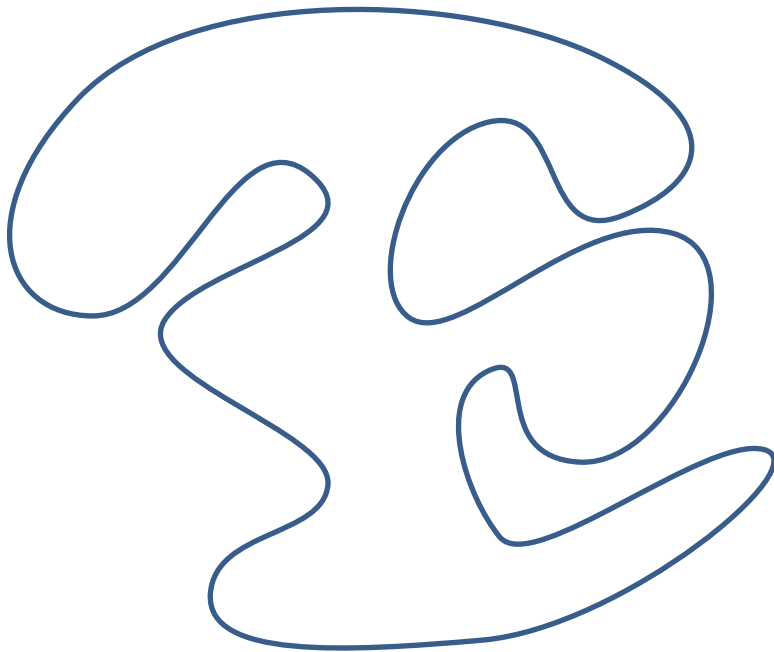


Piecewise Filter

Input

[Manson and Schaefer, 2011]

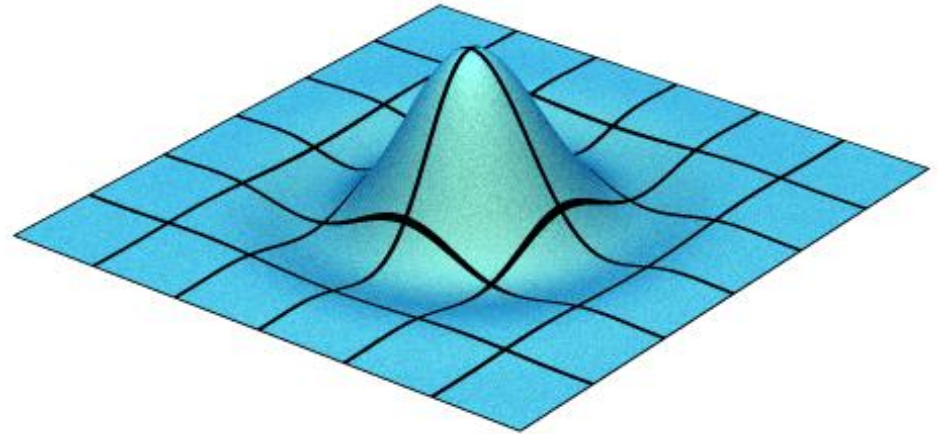
“Wavelet Rasterization”



Curve Boundary

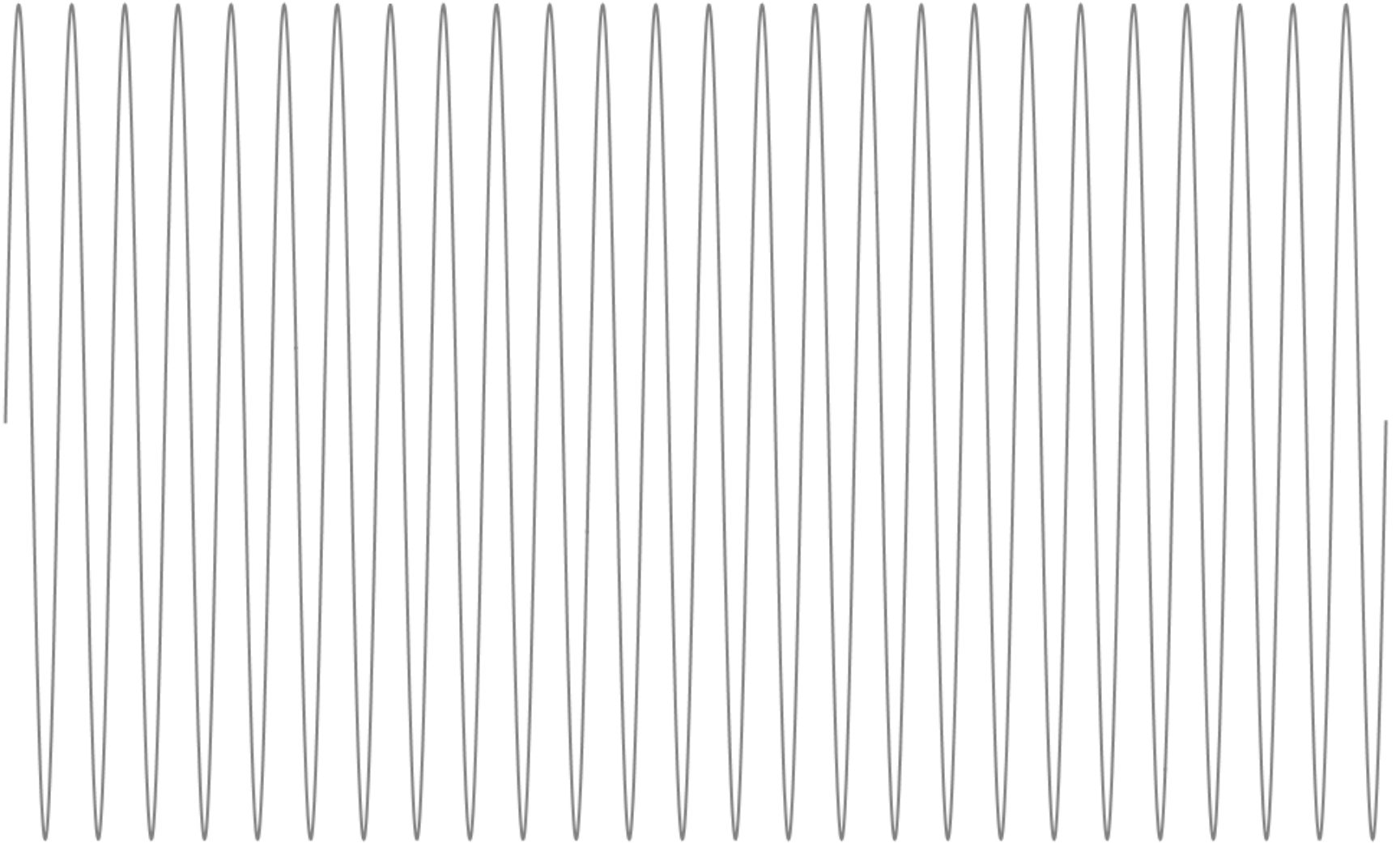
[Duff, 1989]

“Polygon scan conversion by
exact convolution”

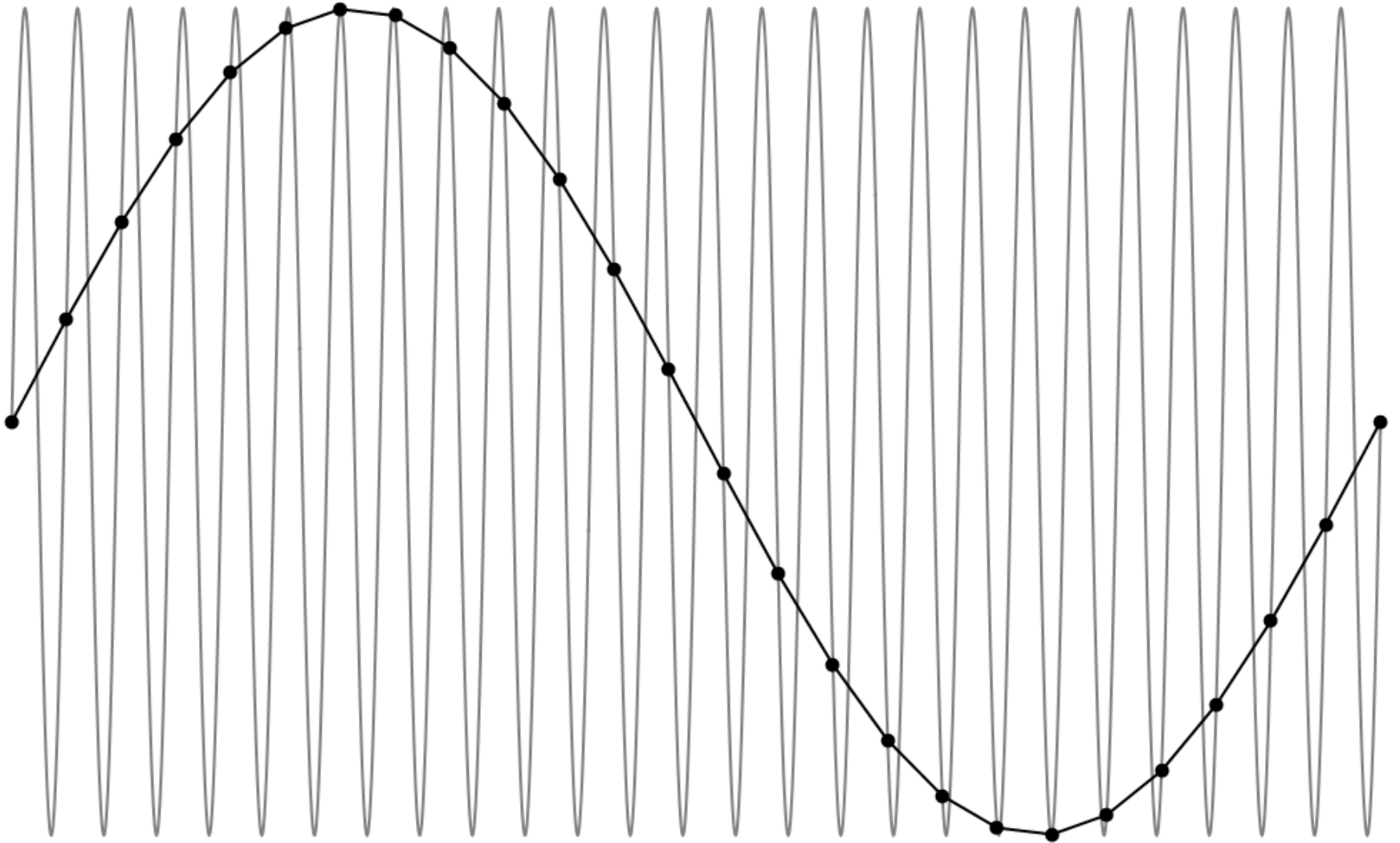


Piecewise Filter

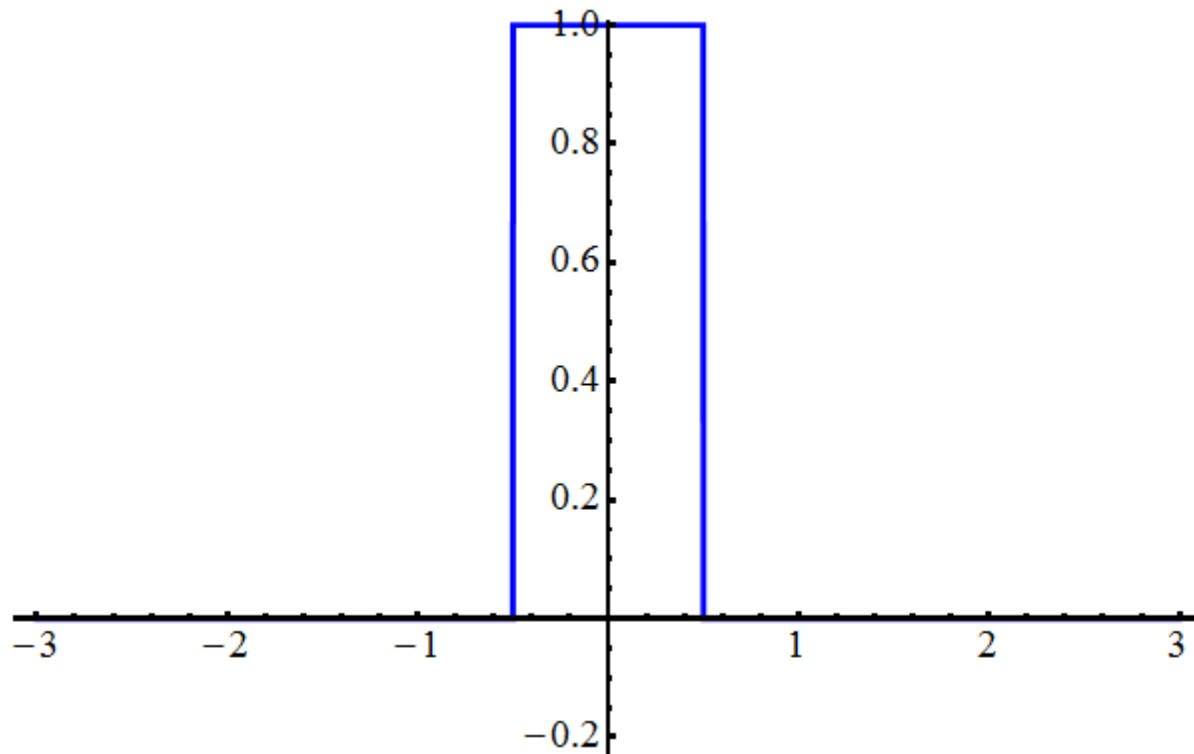
Signal Sampling



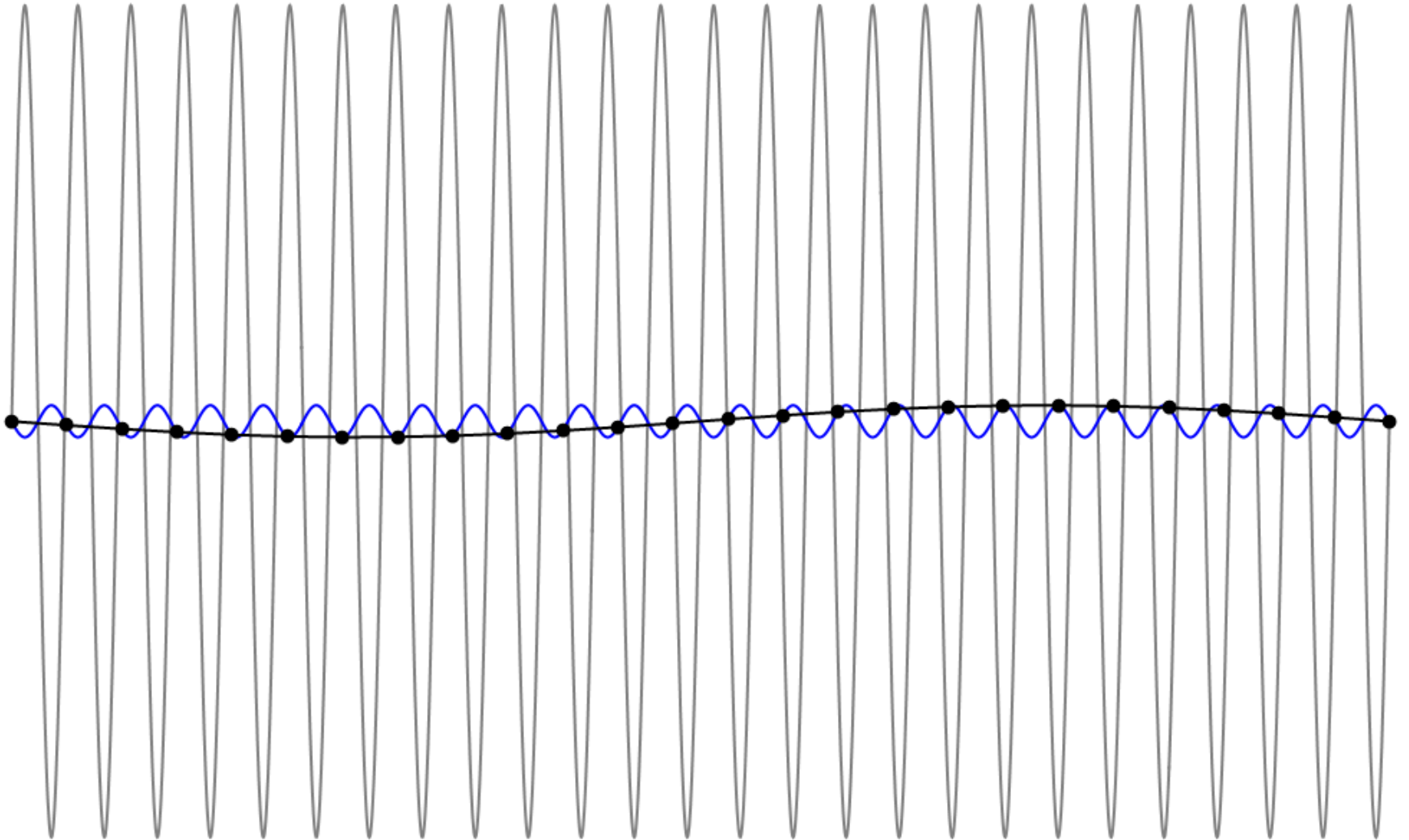
Signal Sampling



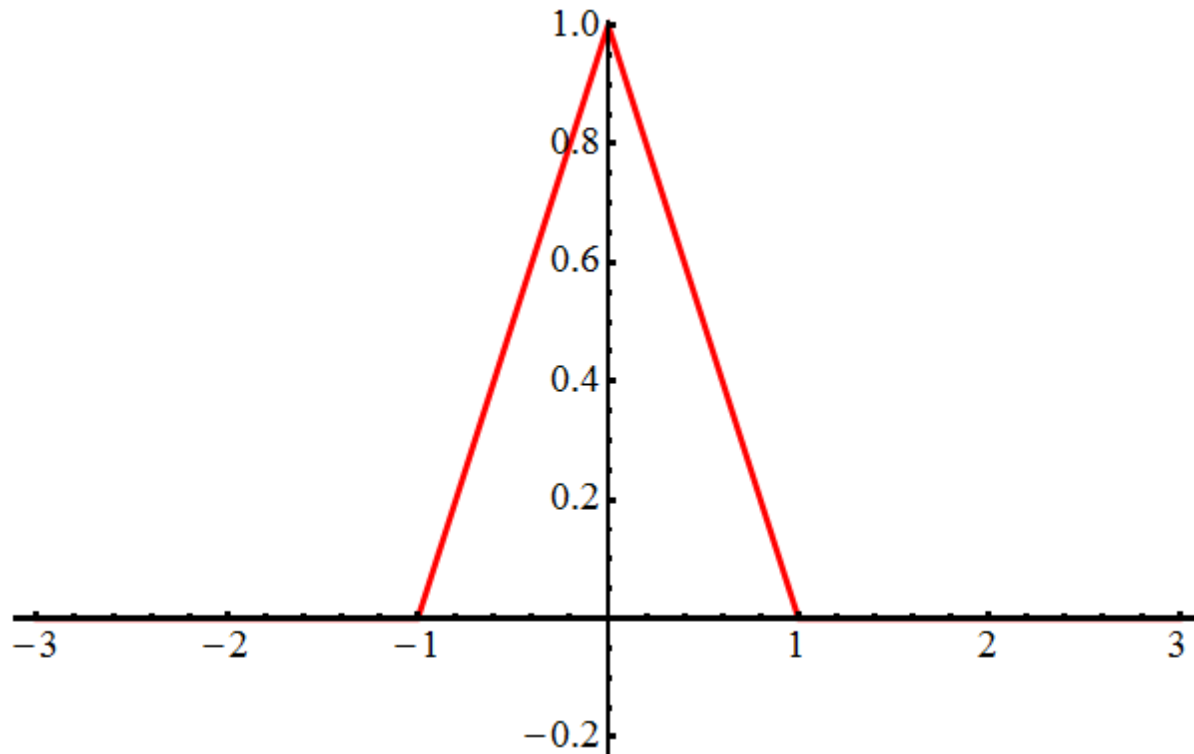
Signal Sampling



Signal Sampling



Signal Sampling



Signal Sampling

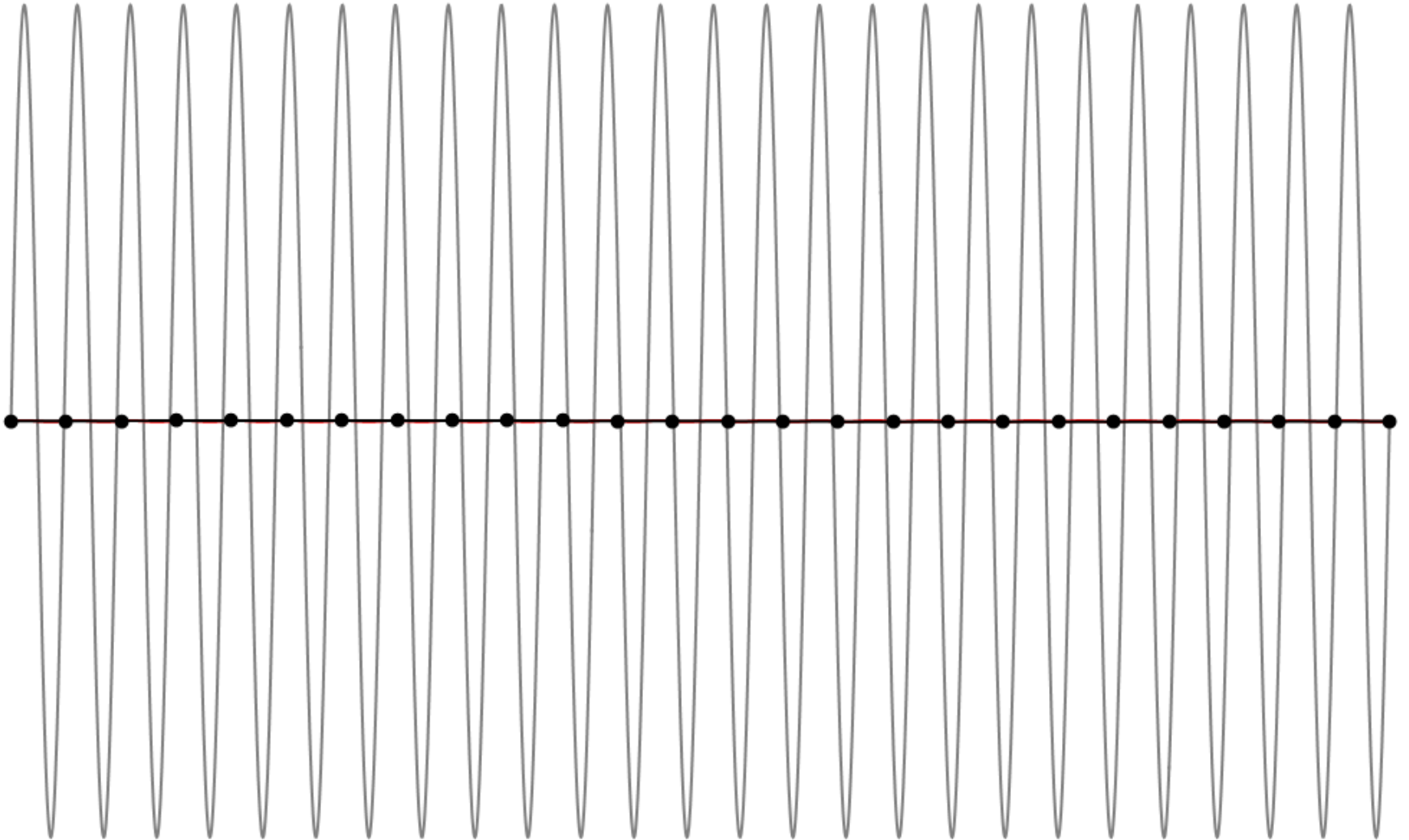
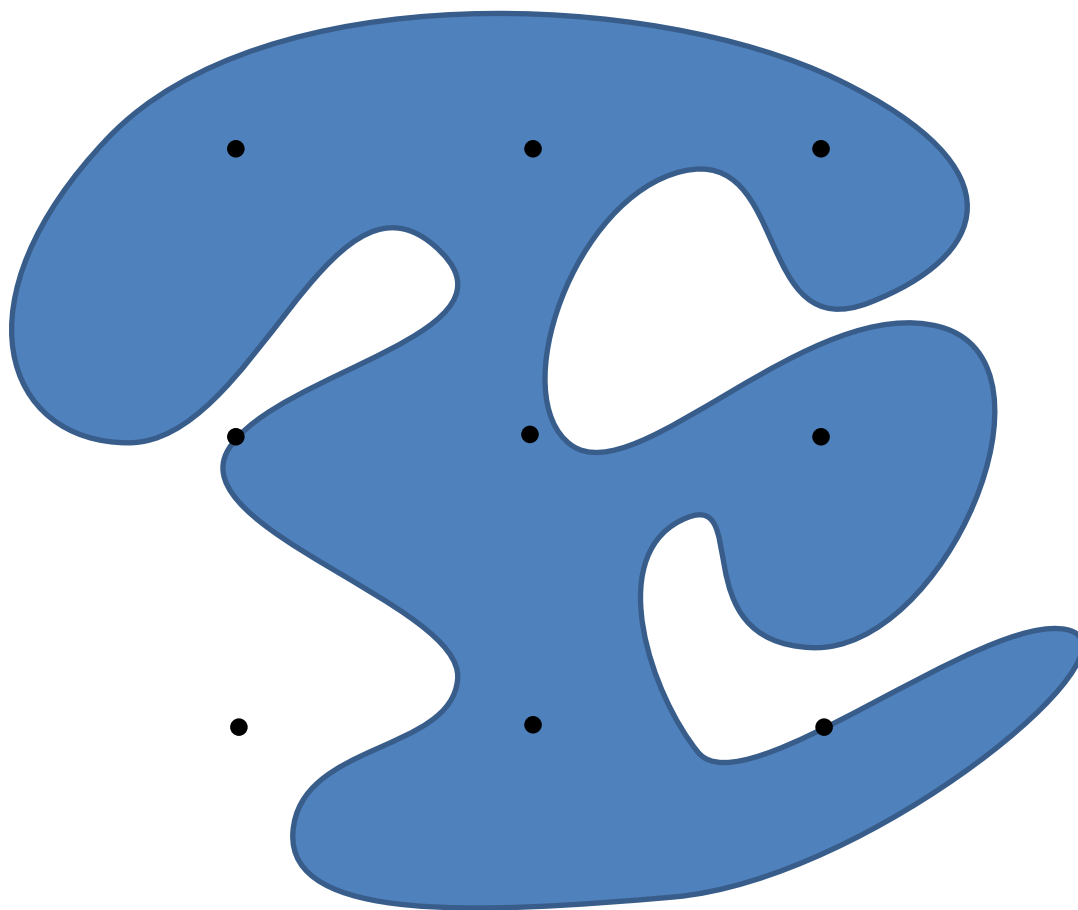


Image Sampling



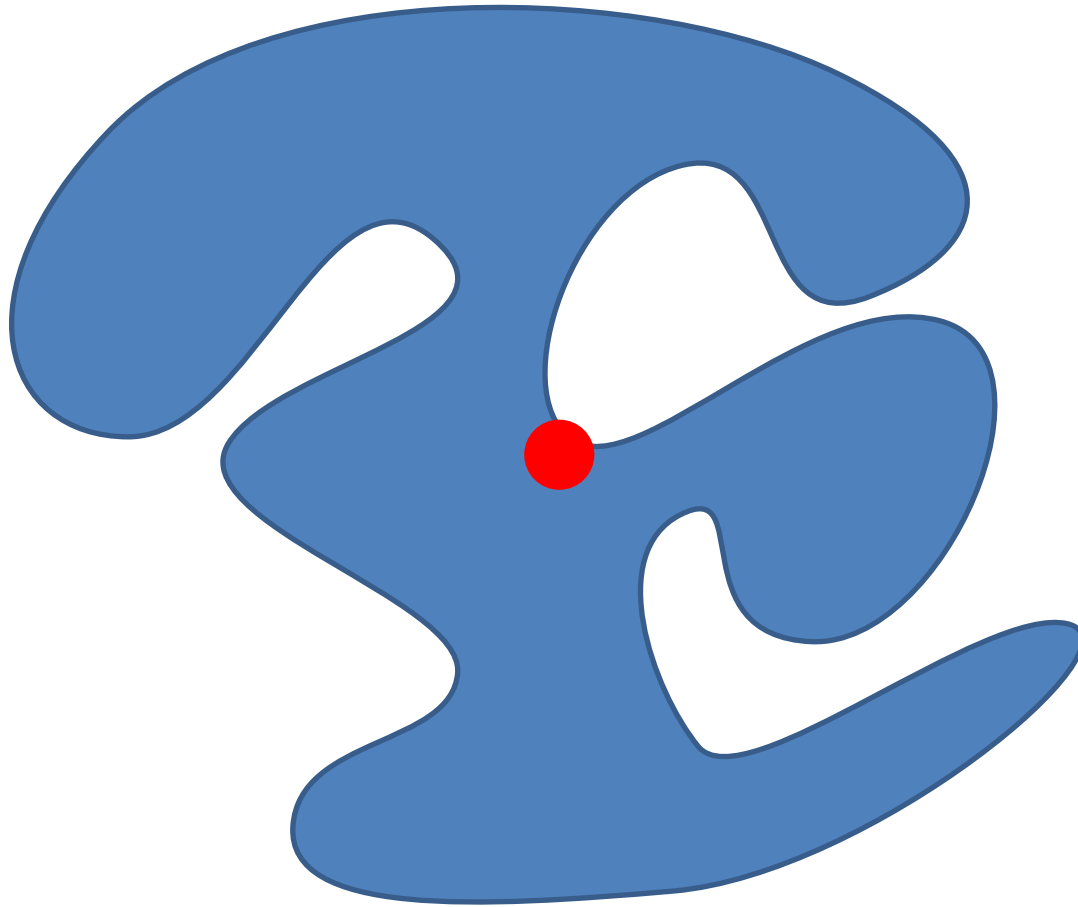
Image

Image Sampling



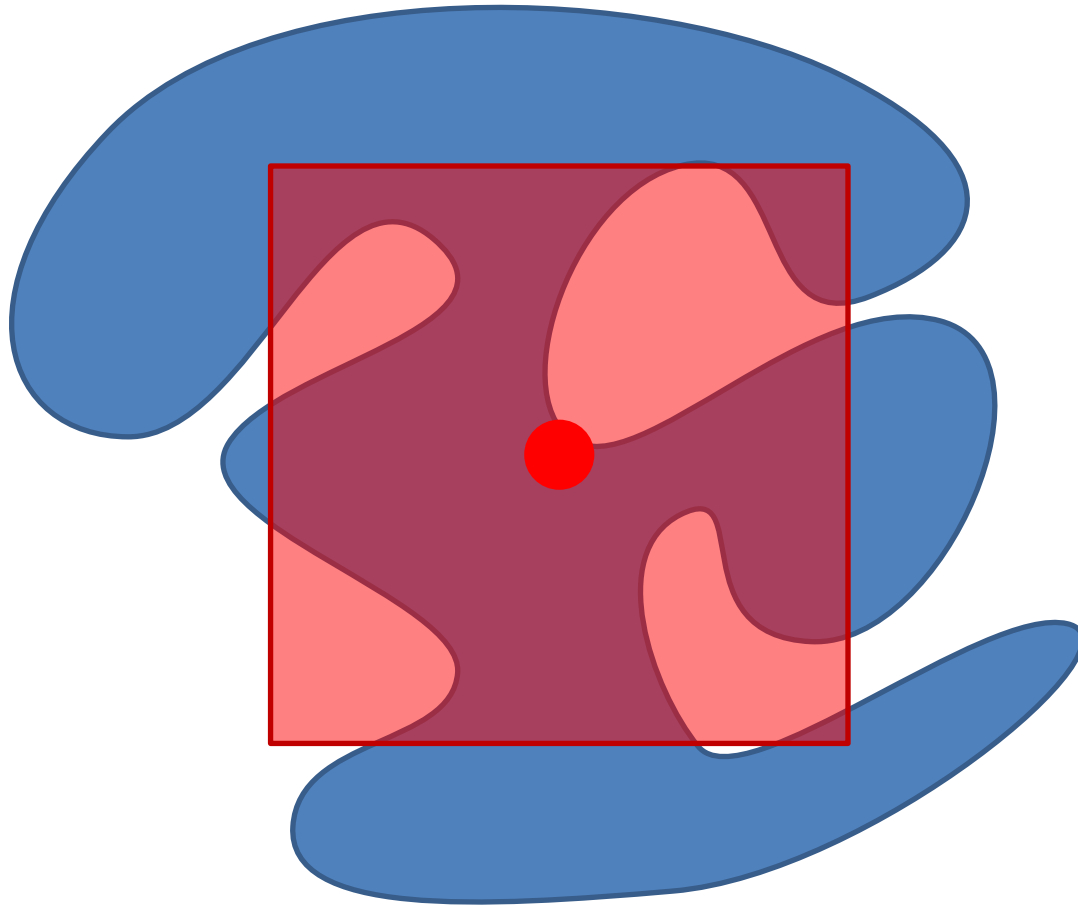
Pixel positions.

Image Sampling



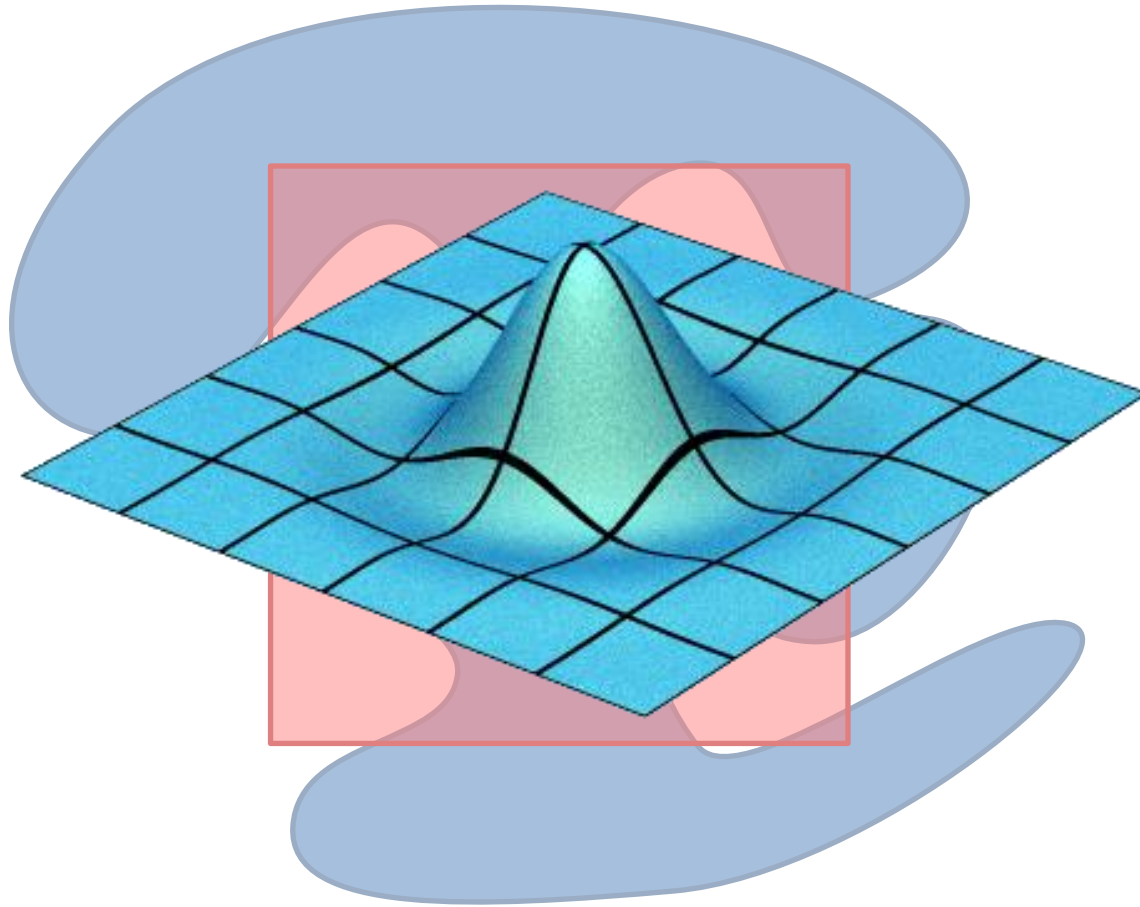
Evaluate at point

Image Sampling



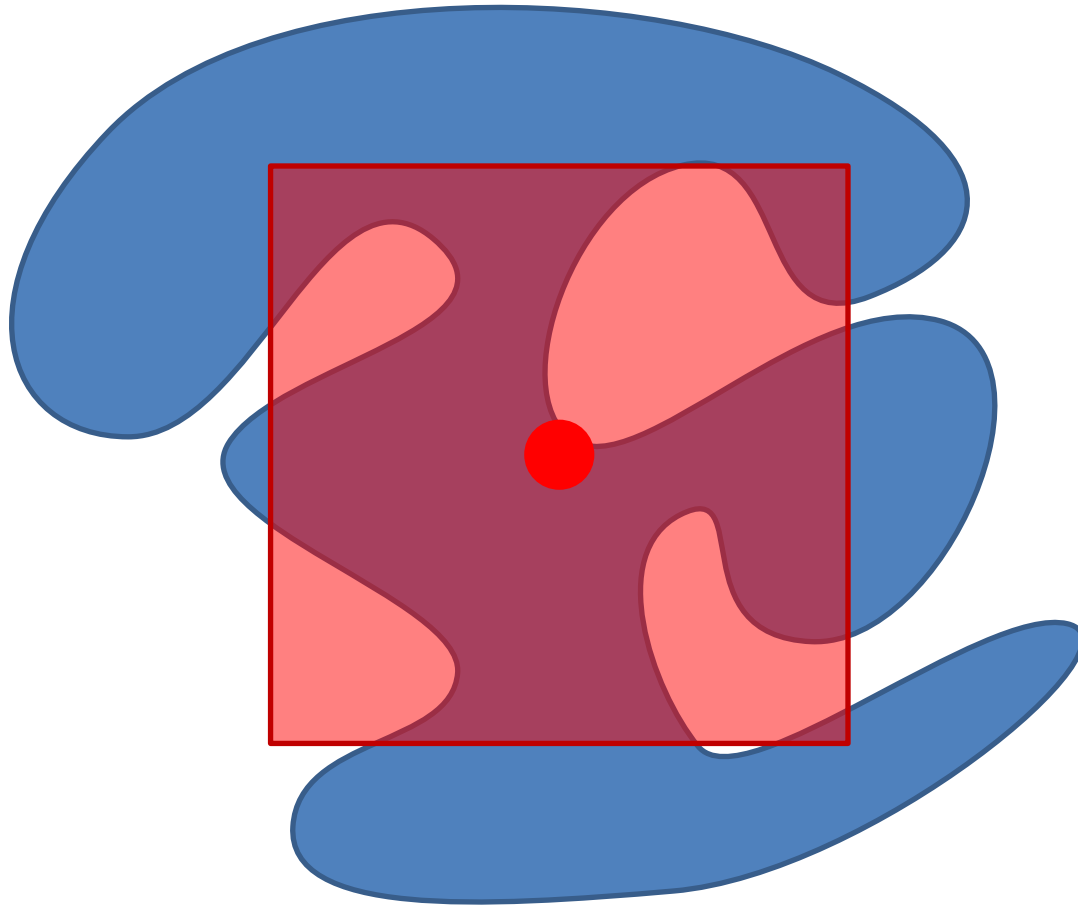
Center filter at point

Image Sampling



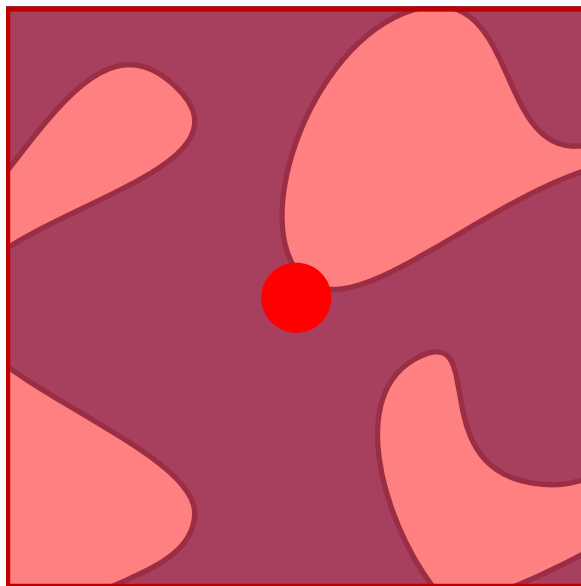
Center filter at point

Image Sampling



Center filter at point

Image Sampling



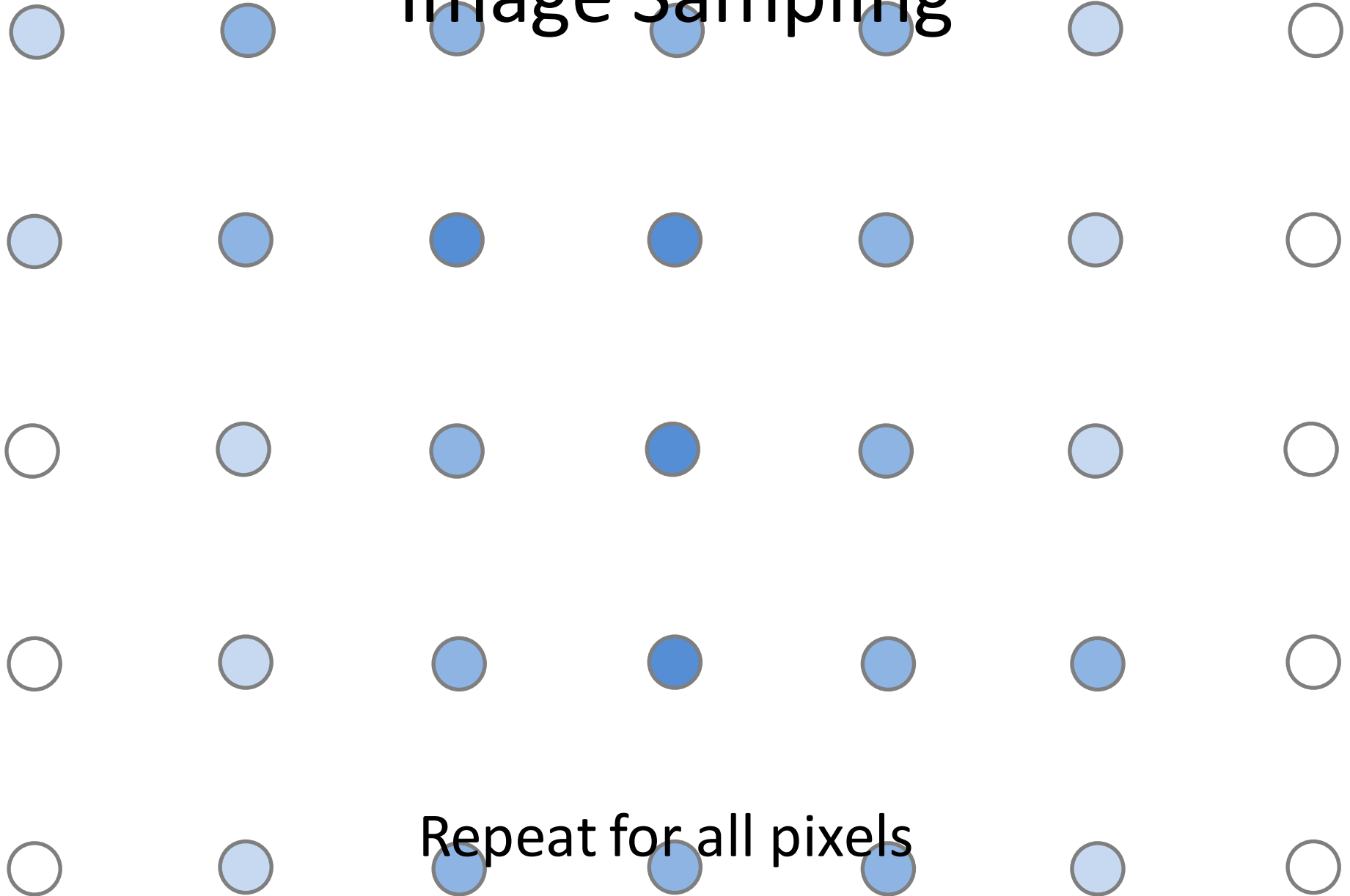
Multiply

Image Sampling



Integrate

Image Sampling



Derivation

$$\iint_{\mathbb{R}^2} I(x, y) h(x - \ell_x, y - \ell_y) \, dx \, dy$$

Derivation

$$\iint_{x,y \in M} c(x,y) h(x - \ell_x, y - \ell_y) \, dx \, dy$$

Derivation

$$\iint_{x,y \in M} c(x,y) h(x - \ell_x, y - \ell_y) \, dx \, dy$$

$$\oint_{p(s) \in \partial M} F(p(s)) \cdot n(s) \, ds = \iint_{x,y \in M} \nabla \cdot F(x,y) \, dx \, dy$$

Derivation

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$$\nabla \cdot F(x,y) = c(x,y)h(x - \ell_x, y - \ell_y)$$

Derivation

$$\iint_{x,y \in M} c(x,y)h(x - \ell_x, y - \ell_y) dx dy$$

$$\oint_{p(s) \in \partial M} F(p(s)) \cdot n(s) ds = \iint_{x,y \in M} \nabla \cdot F(x,y) dx dy$$

$$\nabla \cdot F(x,y) = \underbrace{c(x,y)h(x - \ell_x, y - \ell_y)}_{f(x,y)}$$

Derivation

$$\iint_{x,y \in M} c(x,y)h(x - \ell_x, y - \ell_y) dx dy$$

$$\oint_{p(s) \in \partial M} F(p(s)) \cdot n(s) ds = \iint_{x,y \in M} \nabla \cdot F(x,y) dx dy$$

$$\nabla \cdot F(x,y) = \underbrace{c(x,y)h(x - \ell_x, y - \ell_y)}_{f(x,y)}$$

$$F(x,y) = \begin{pmatrix} (1 - \alpha) \int_{-\infty}^x f(u,y) du \\ \alpha \int_{-\infty}^y f(x,u) du \end{pmatrix}$$

Derivation

$$\iint_{x,y \in M} c(x,y)h(x - \ell_x, y - \ell_y) dx dy$$

$$\oint_{p(s) \in \partial M} F(p(s)) \cdot n(s) ds = \iint_{x,y \in M} \nabla \cdot F(x,y) dx dy$$

$$\nabla \cdot F(x,y) = \underbrace{c(x,y)h(x - \ell_x, y - \ell_y)}_{f(x,y)}$$

$$F(x,y) = \begin{pmatrix} \int_{-\infty}^x f(u,y) du \\ 0 \end{pmatrix}$$

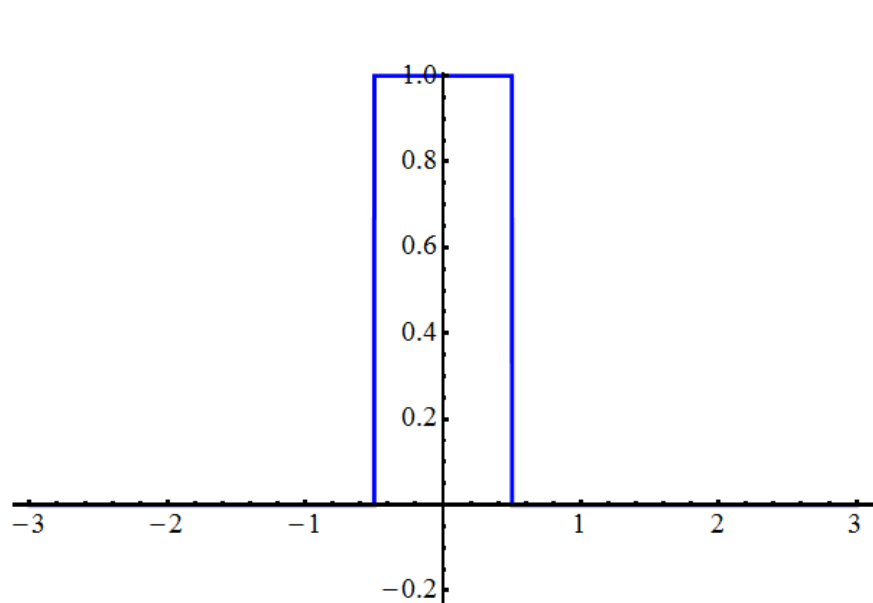
Derivation

$$\iint_{x,y \in M} c(x,y) h(x - \ell_x, y - \ell_y) \, dx \, dy$$

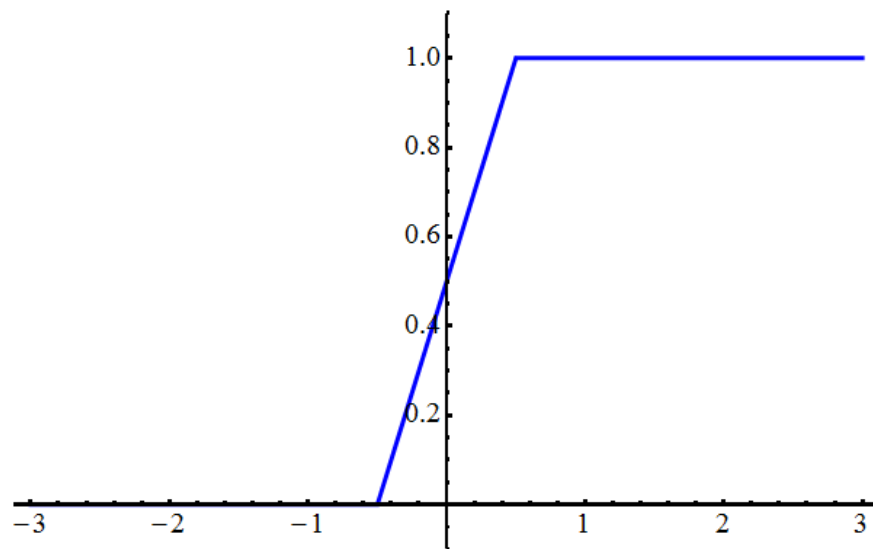
$$\oint_{p(s) \in \partial M} F(p(s)) \cdot n(s) \, ds = \iint_{x,y \in M} \nabla \cdot F(x,y) \, dx \, dy$$

$$\oint F_x(p(t)) p'_y(t) \, dt$$

Filter Integrals

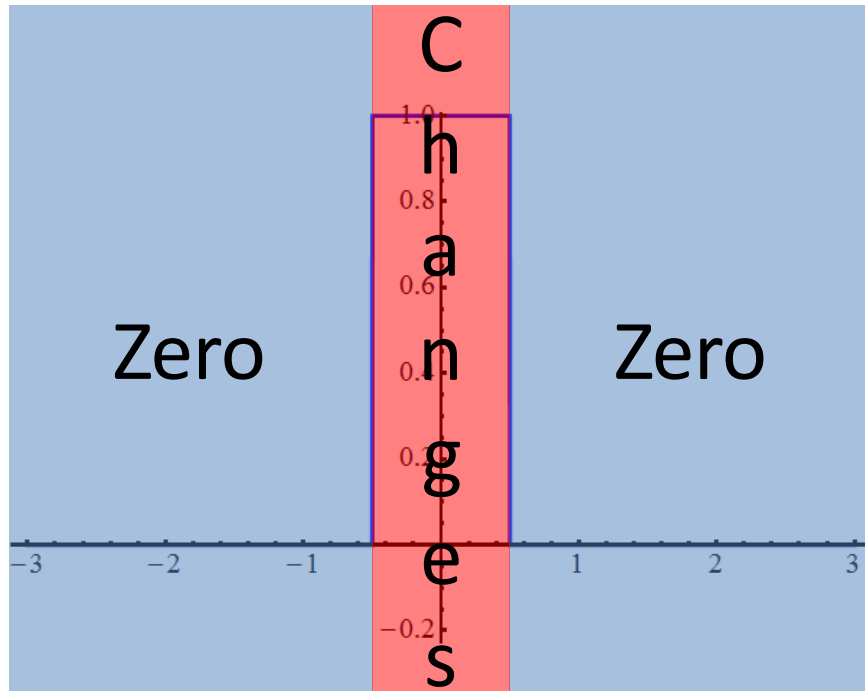


$$f(x, y)$$

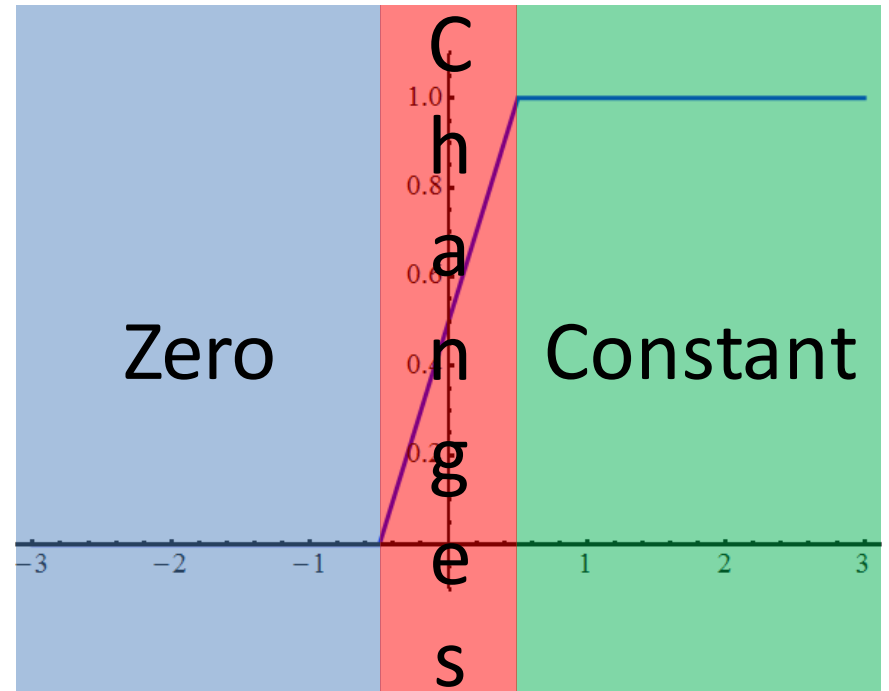


$$F(x, y)$$

Filter Integrals

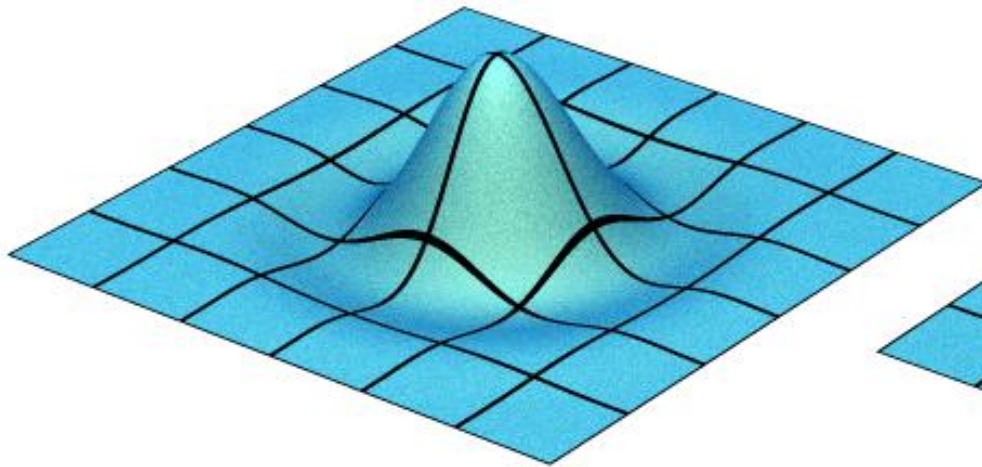


$$f(x, y)$$

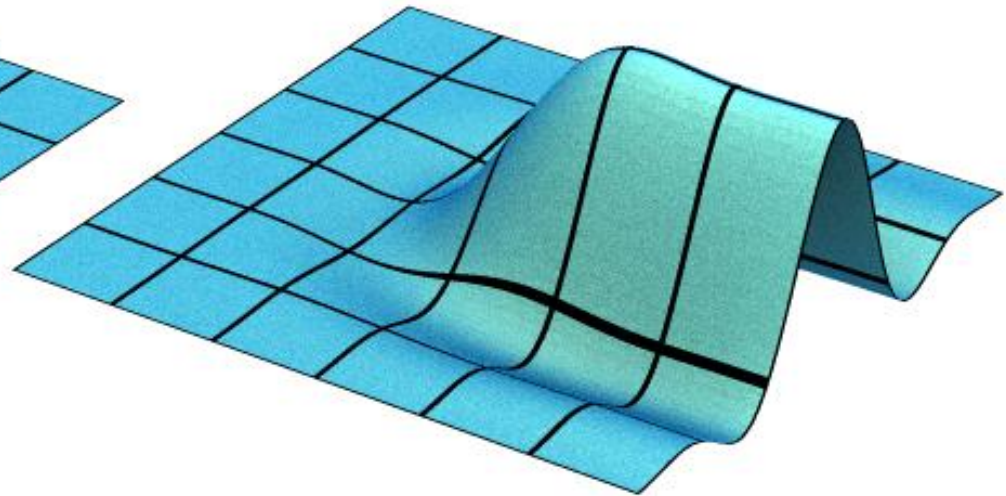


$$F(x, y)$$

Filter Pieces

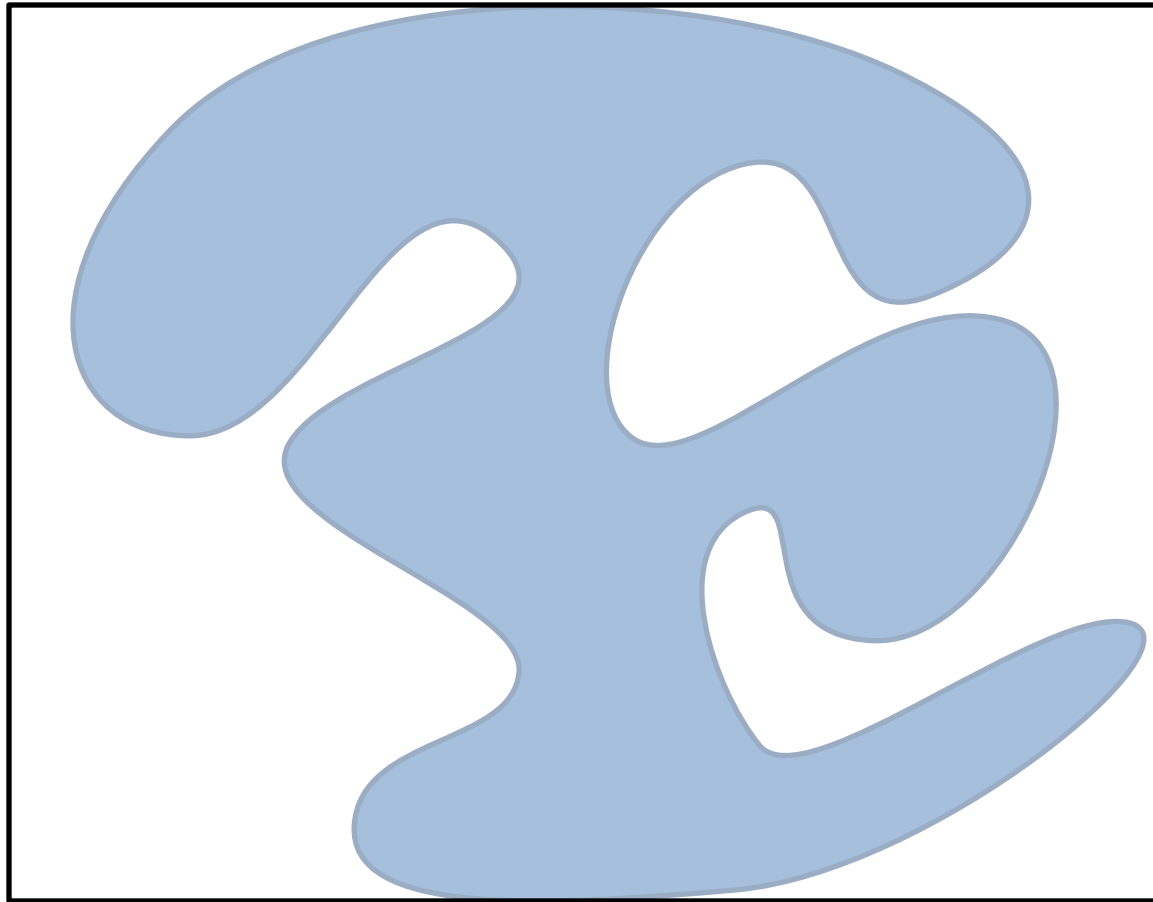


$$f(x, y)$$

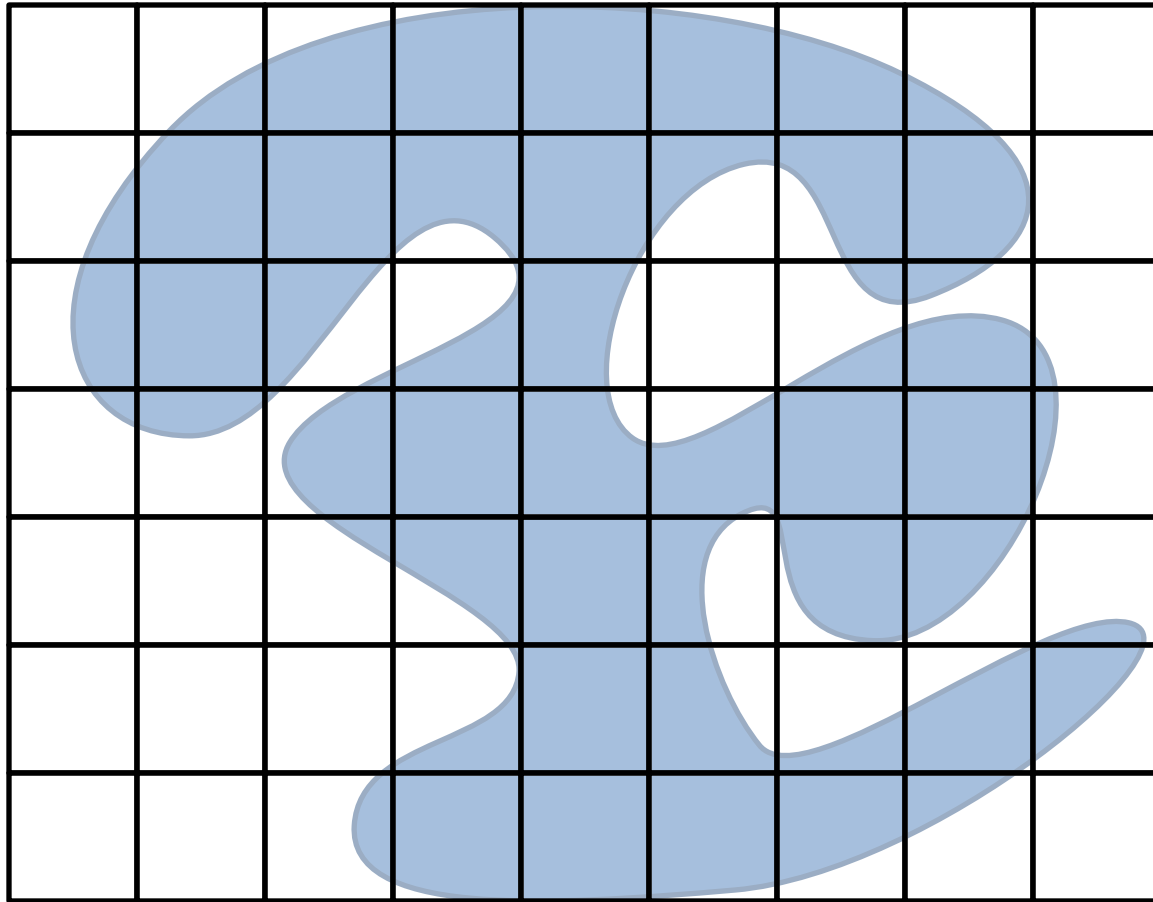


$$F(x, y)$$

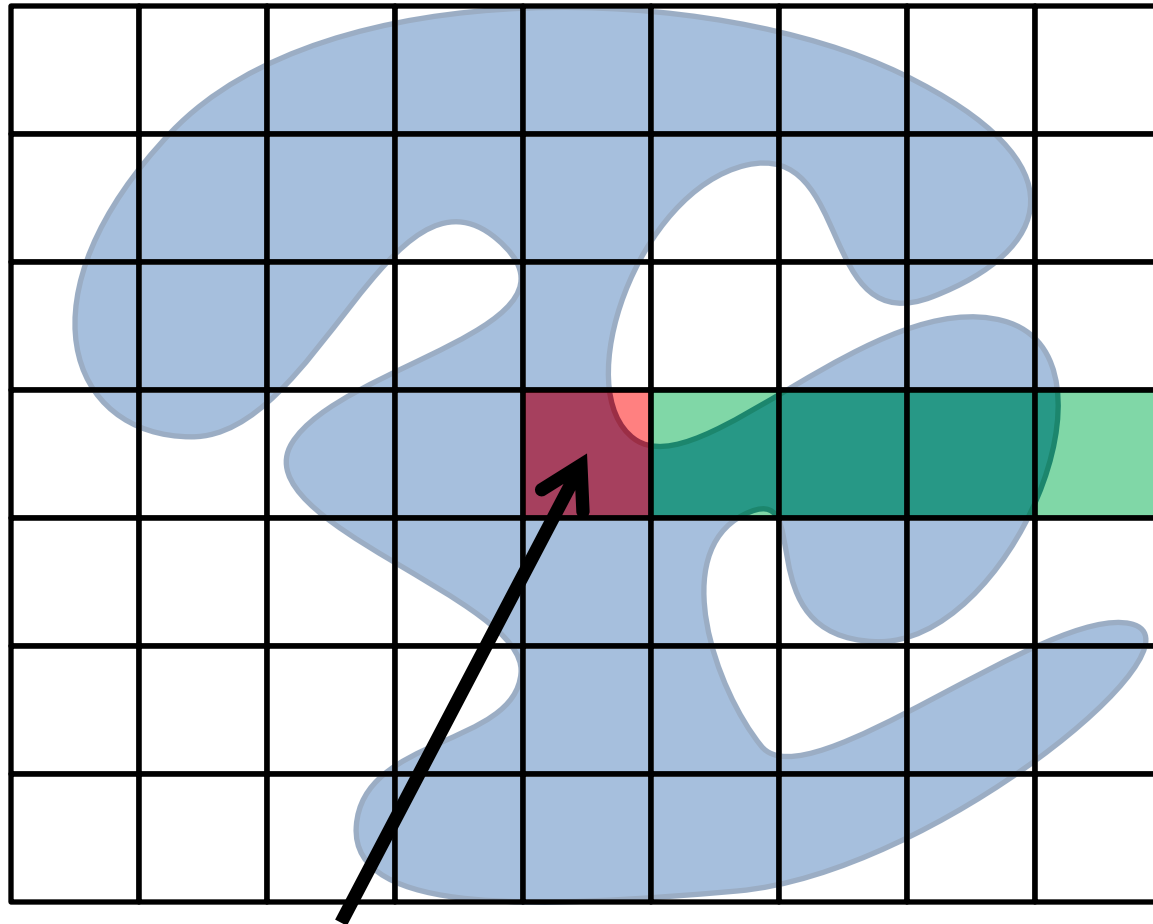
Scanline Rasterization



Scanline Rasterization

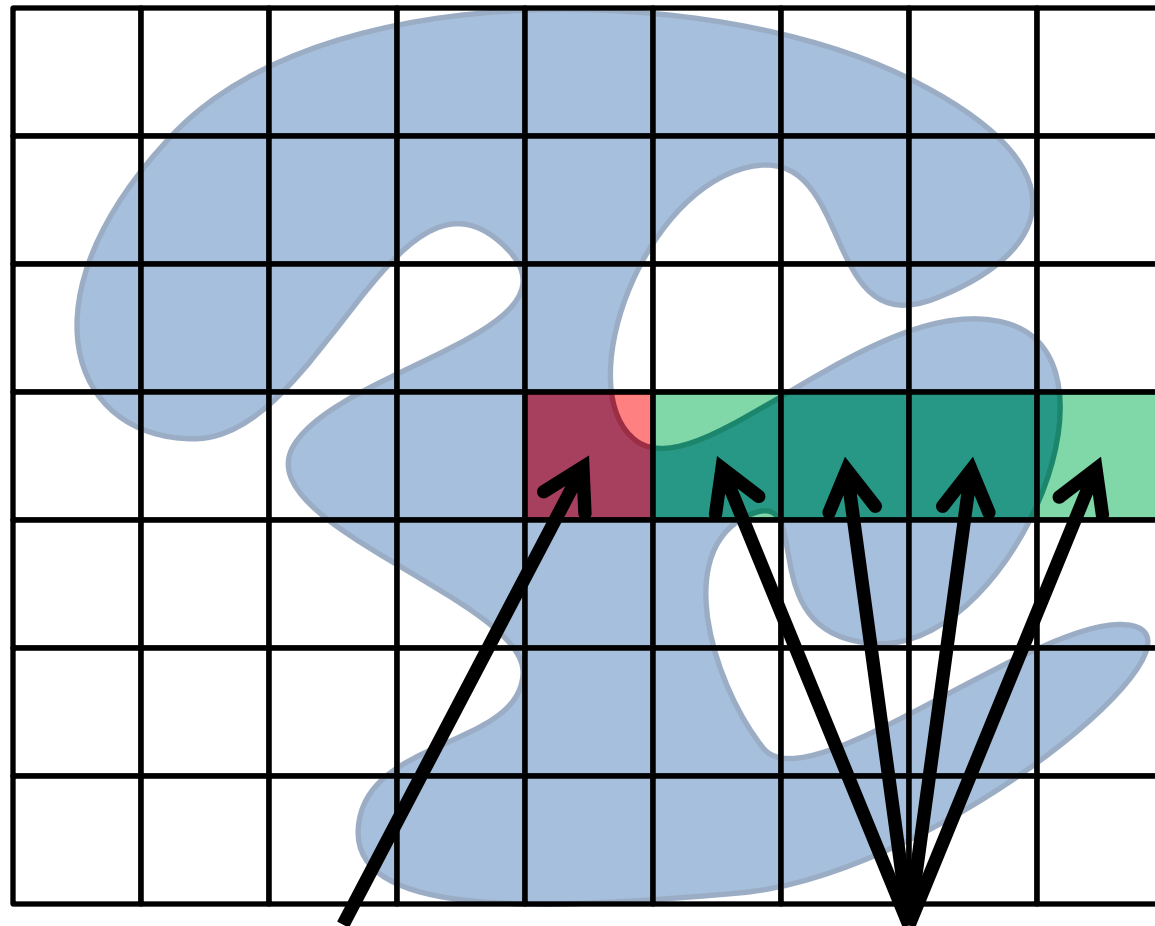


Scanline Rasterization



Changing

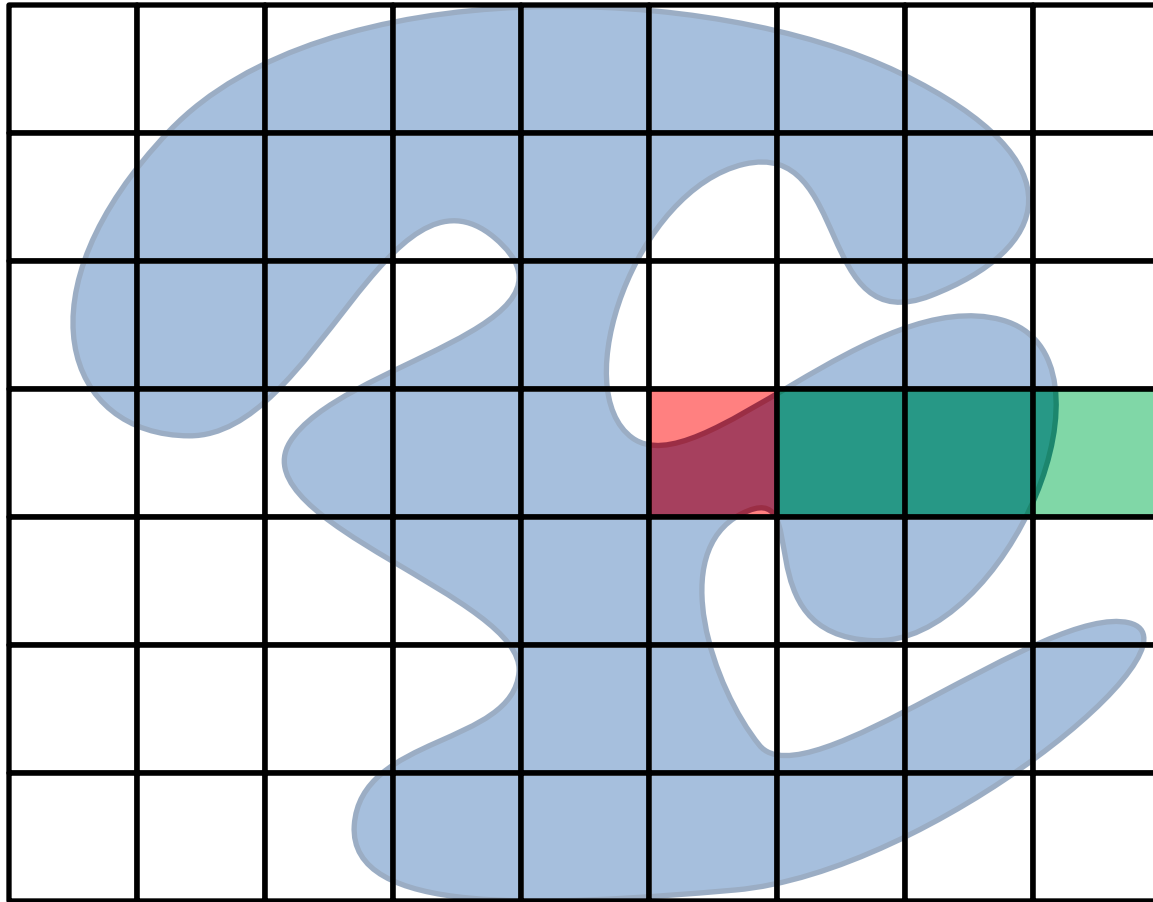
Scanline Rasterization



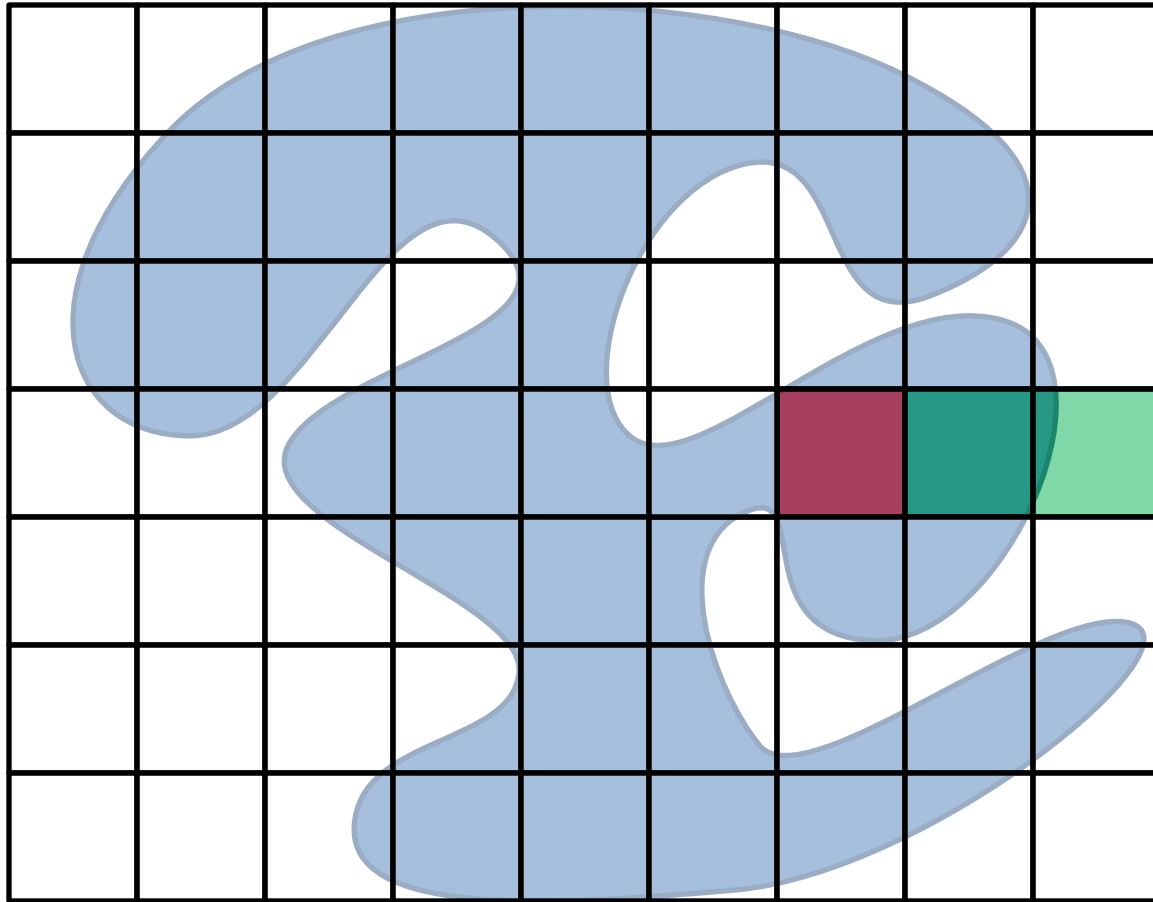
Changing

Constant

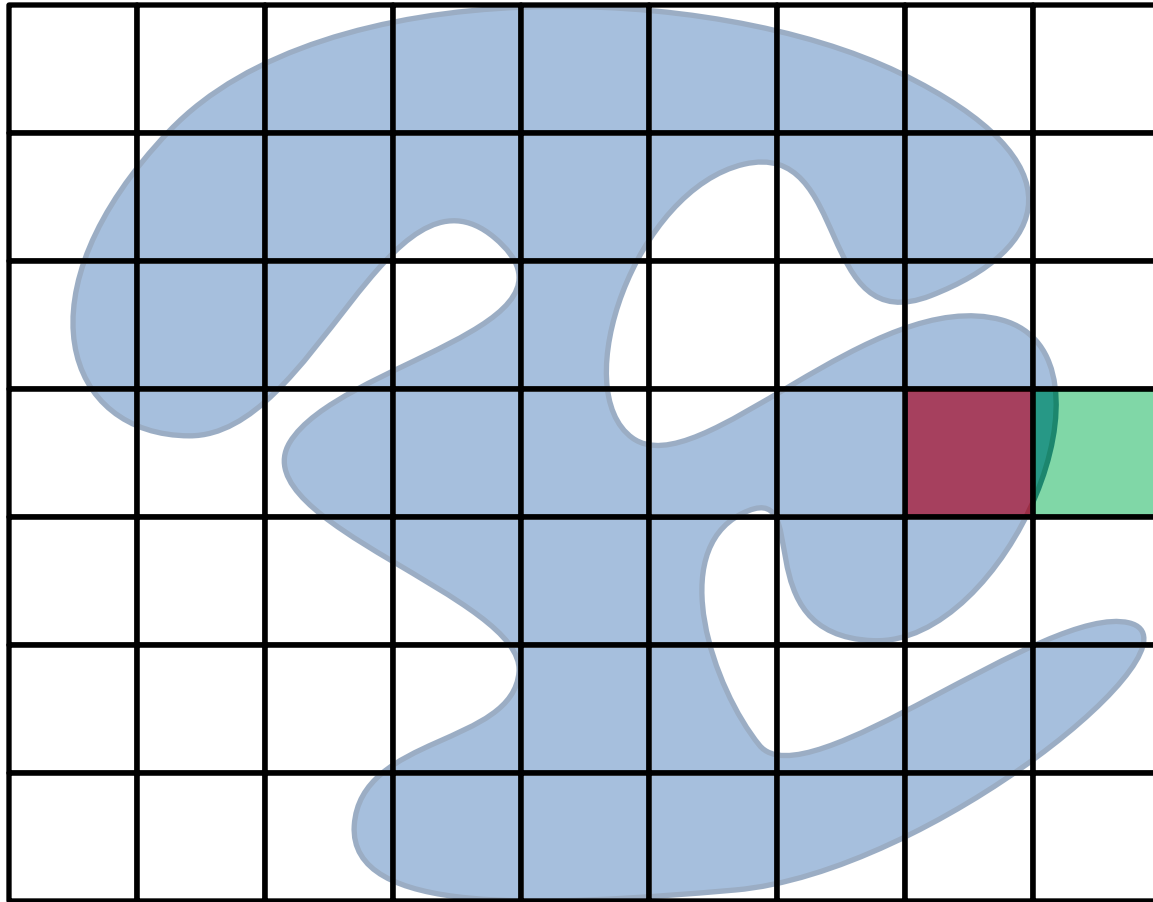
Scanline Rasterization



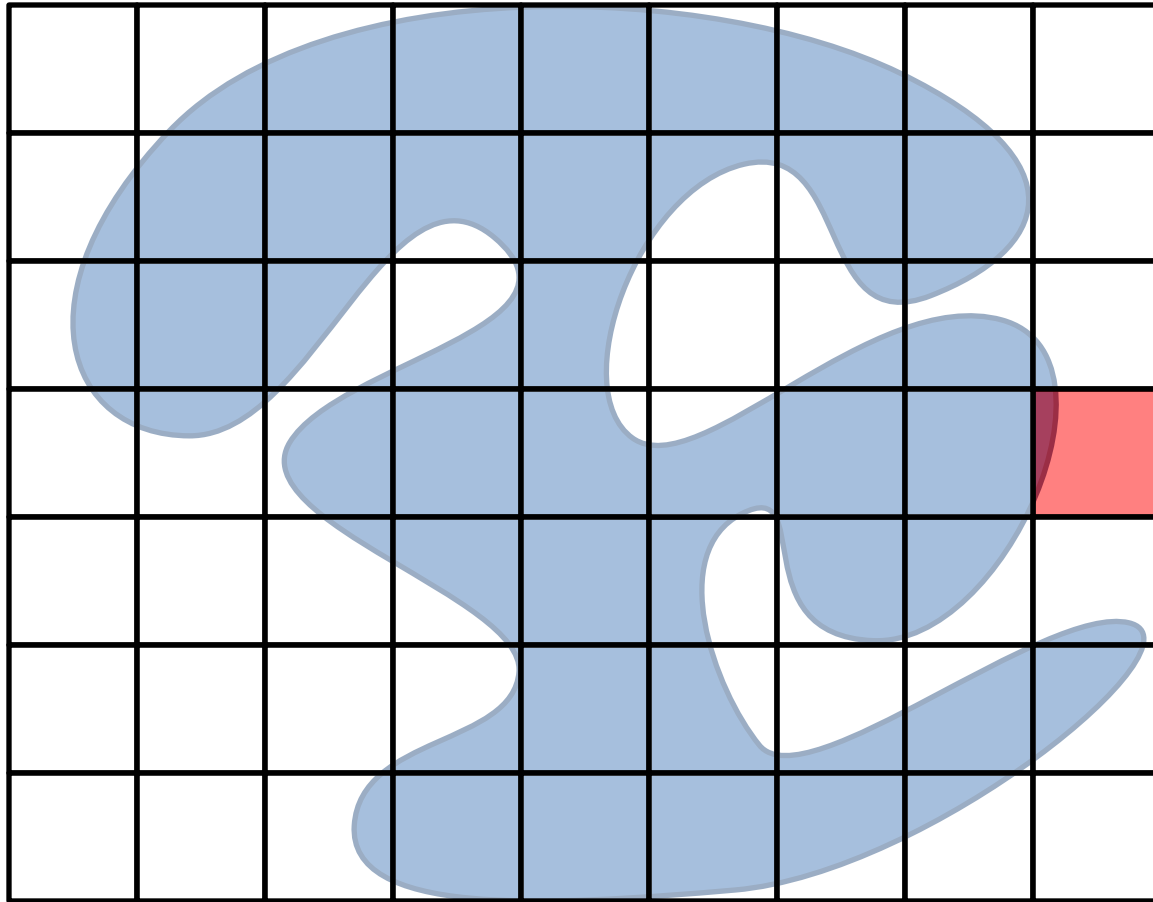
Scanline Rasterization



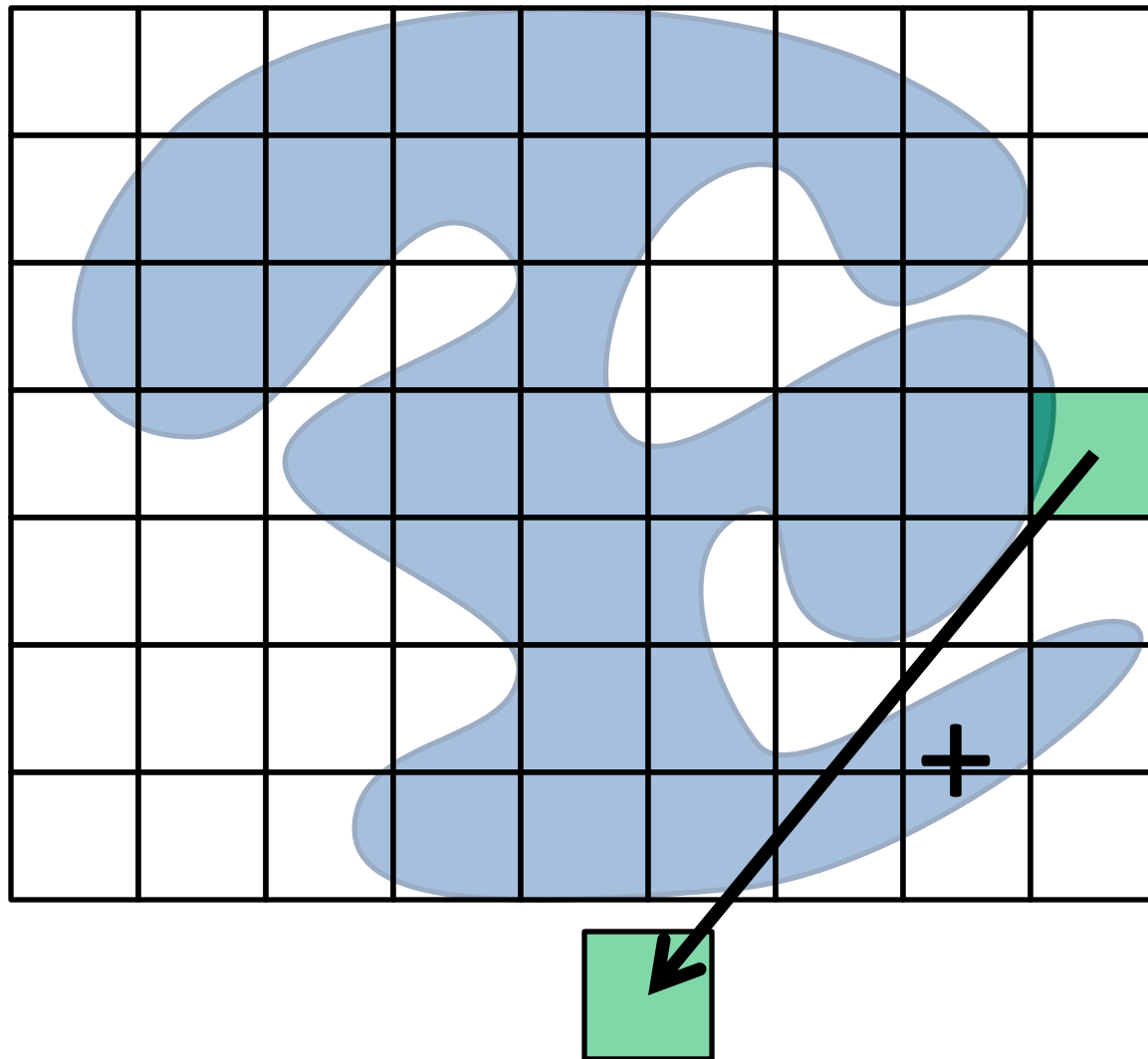
Scanline Rasterization



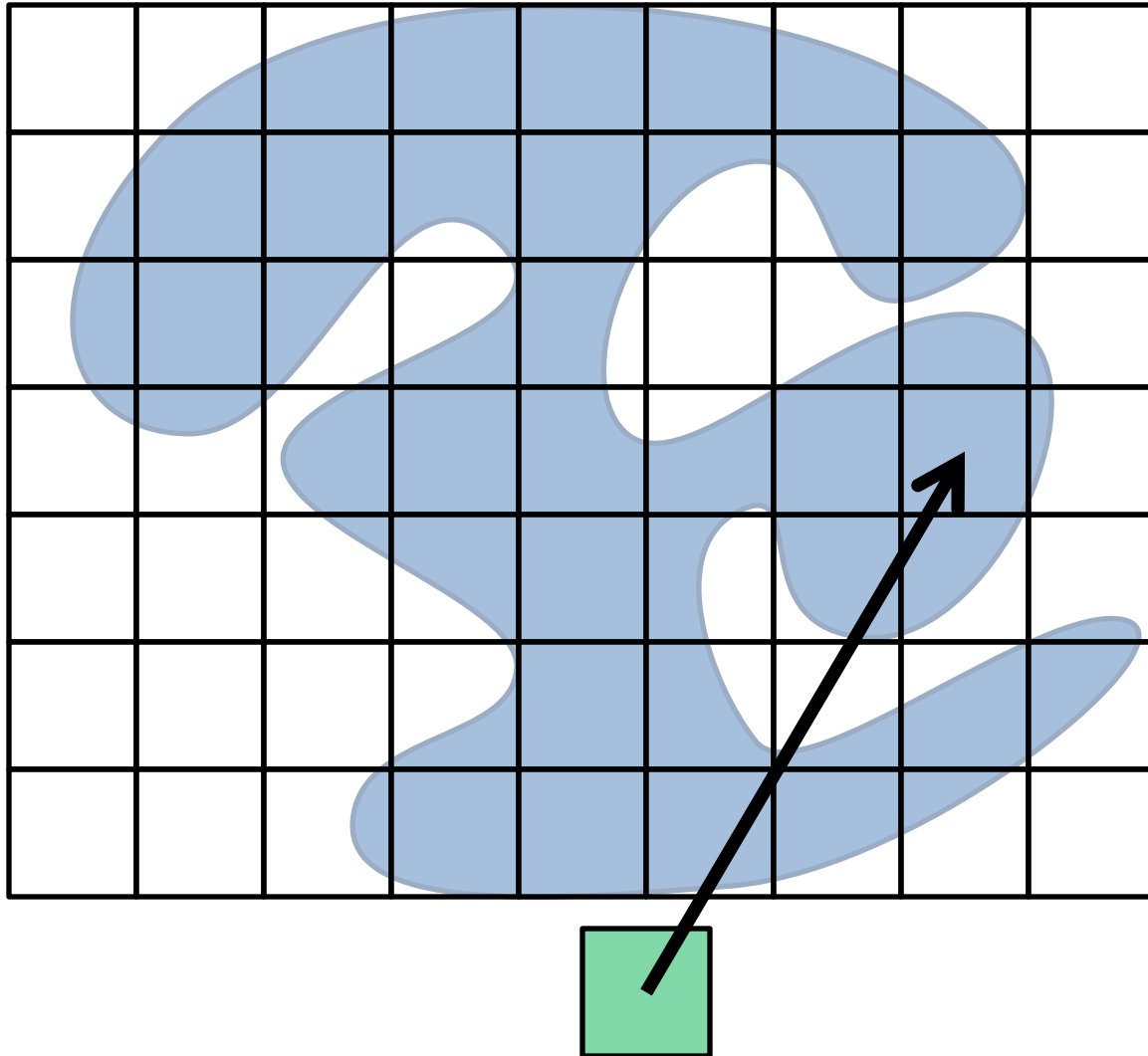
Scanline Rasterization



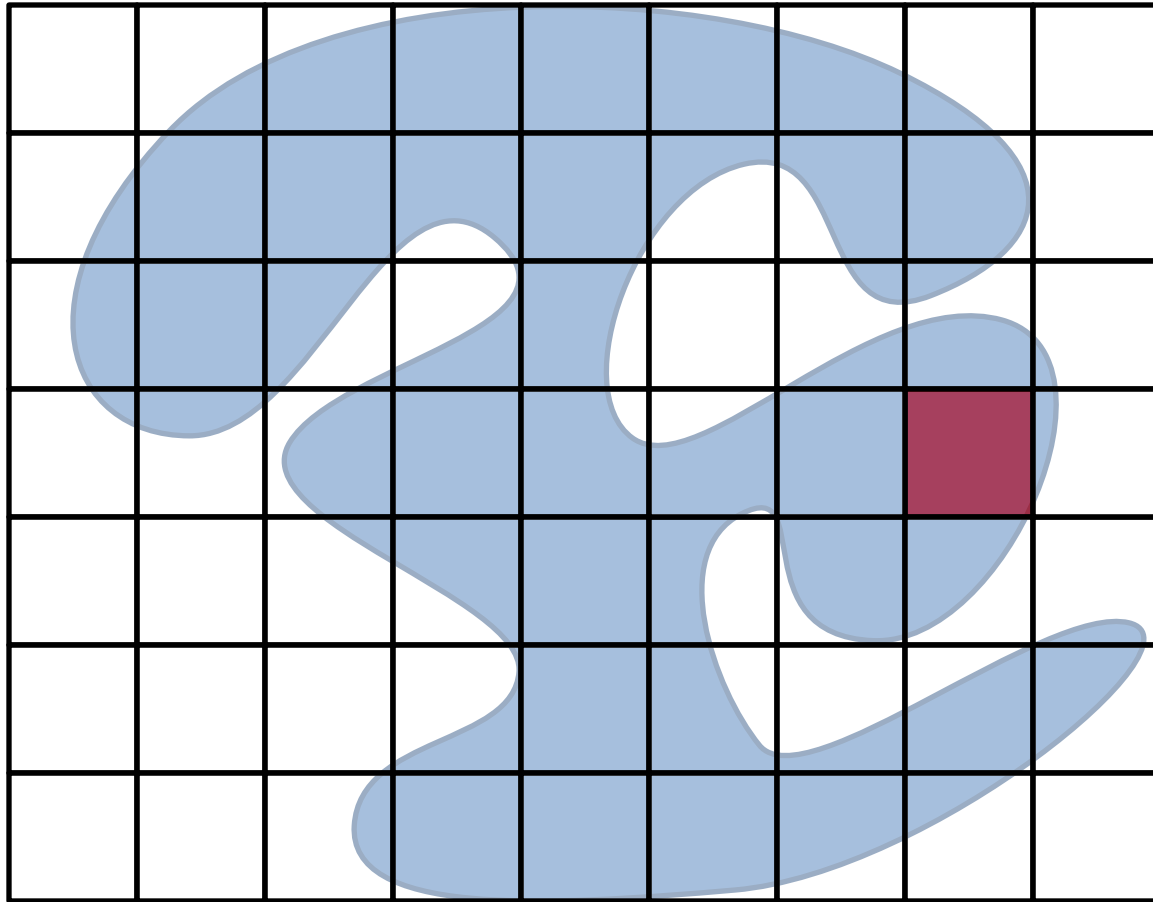
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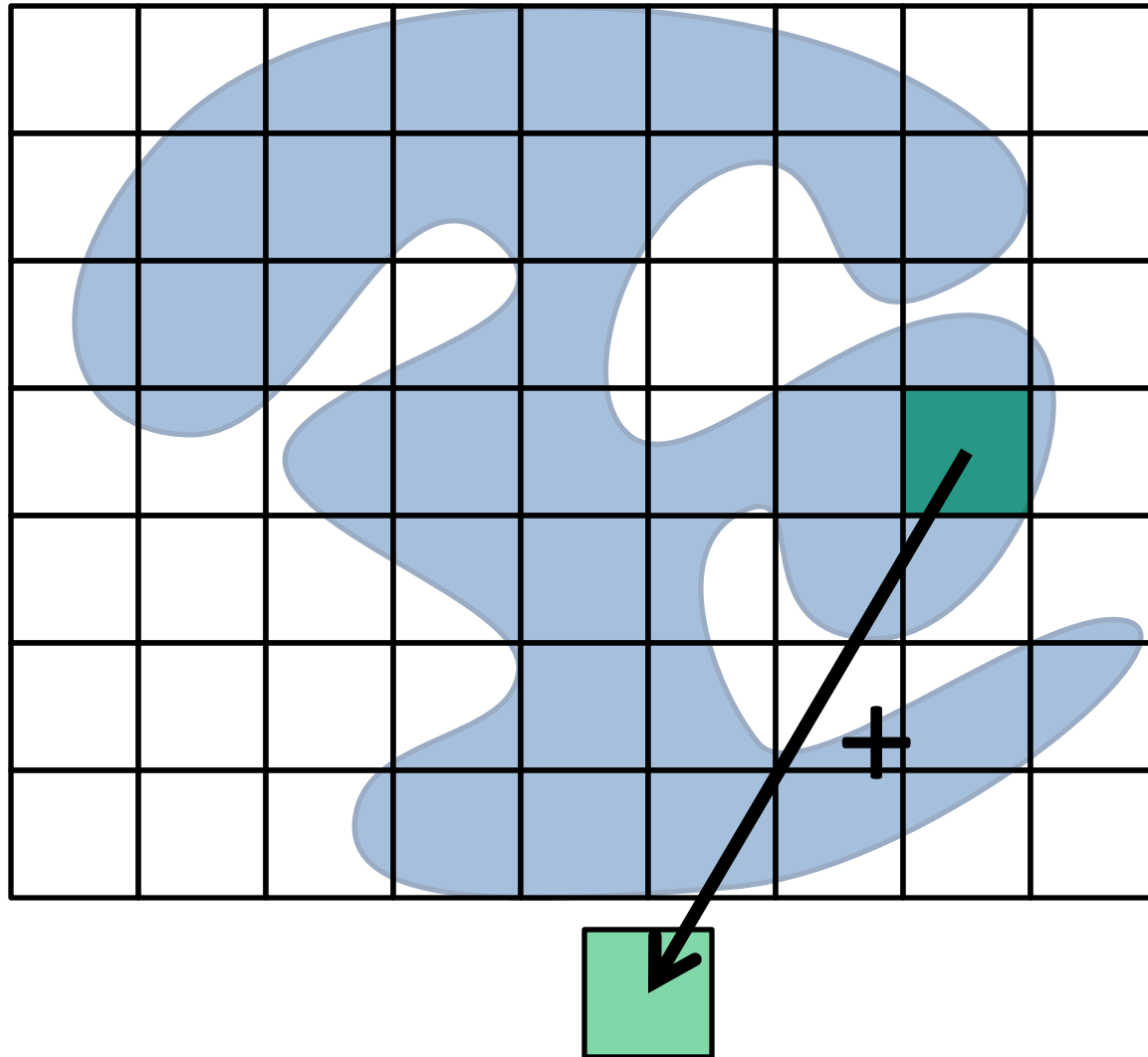
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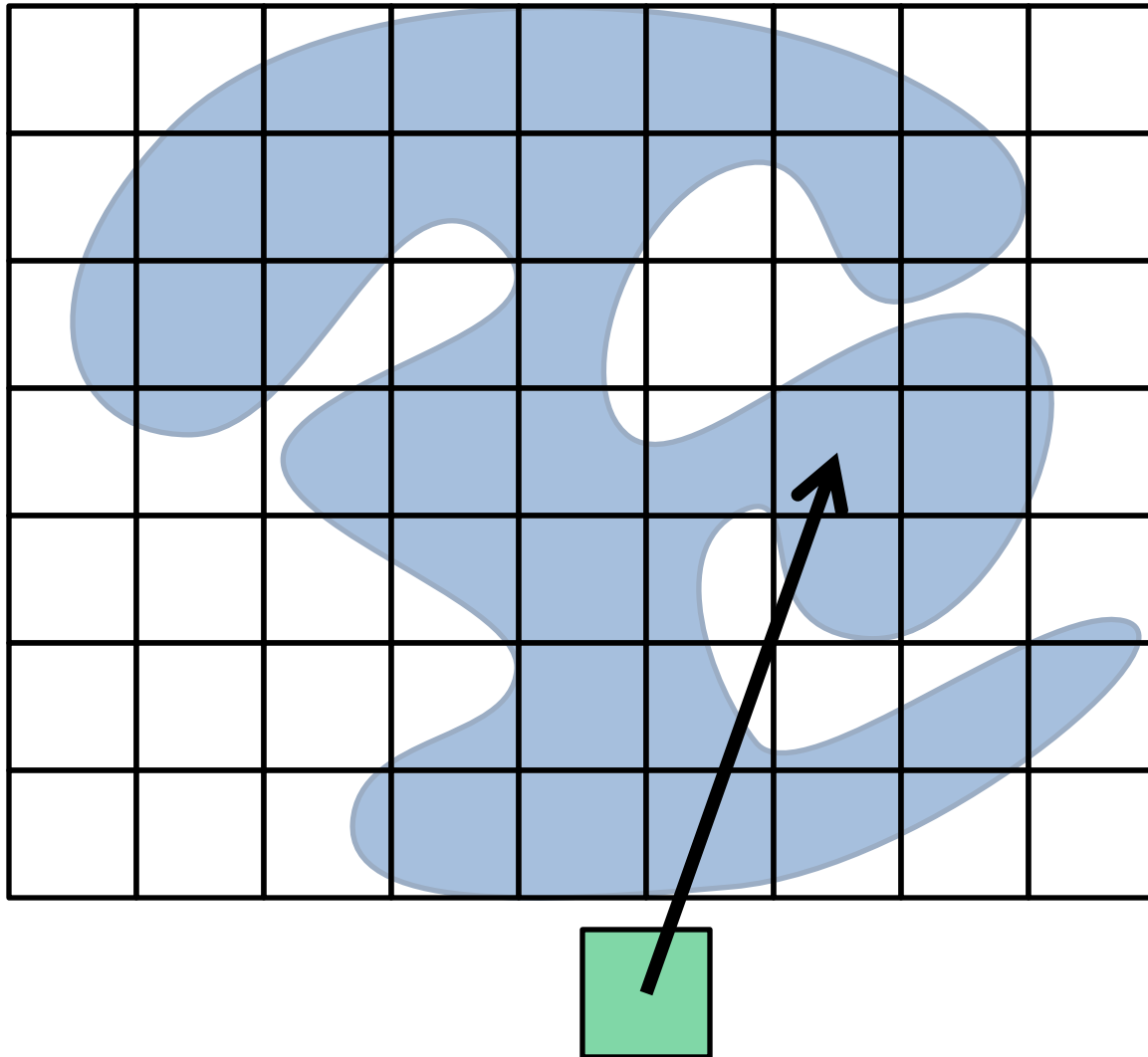
Scanline Rasterization



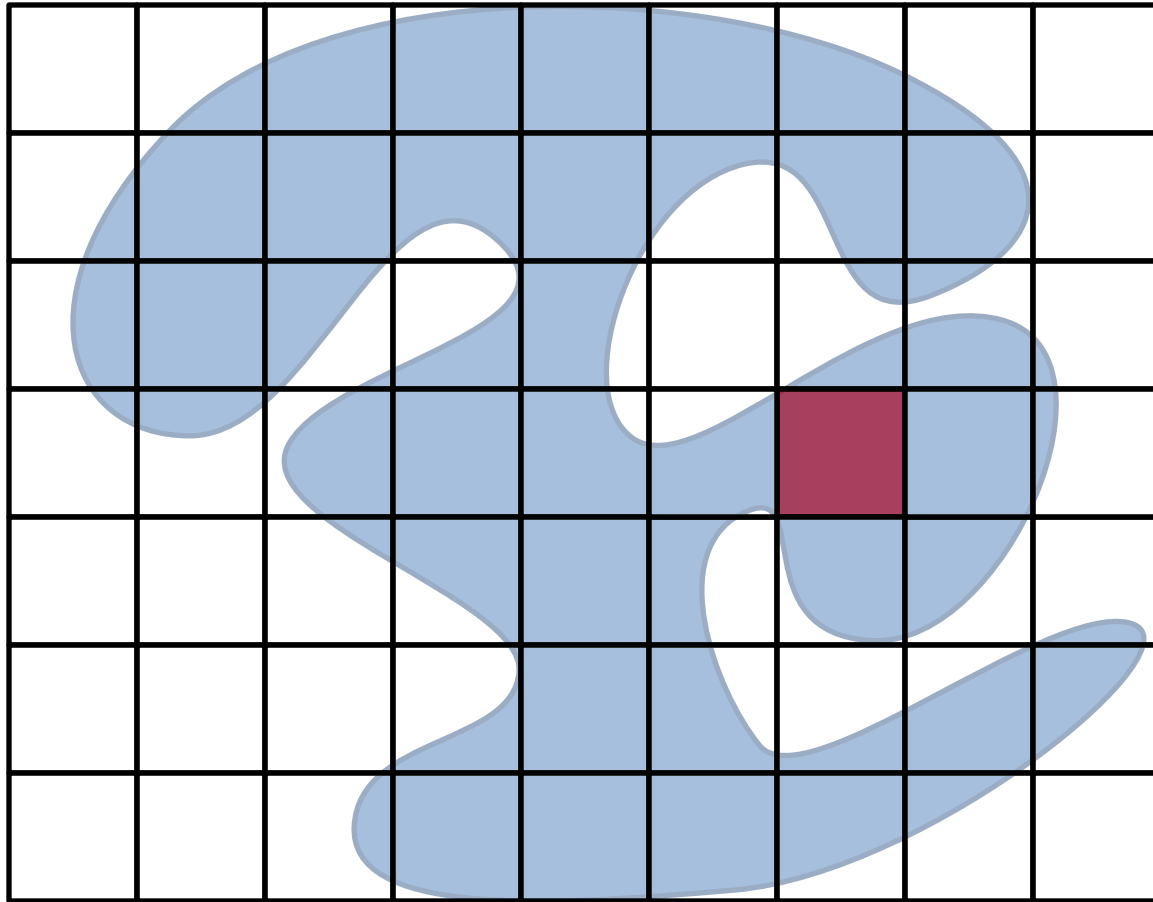
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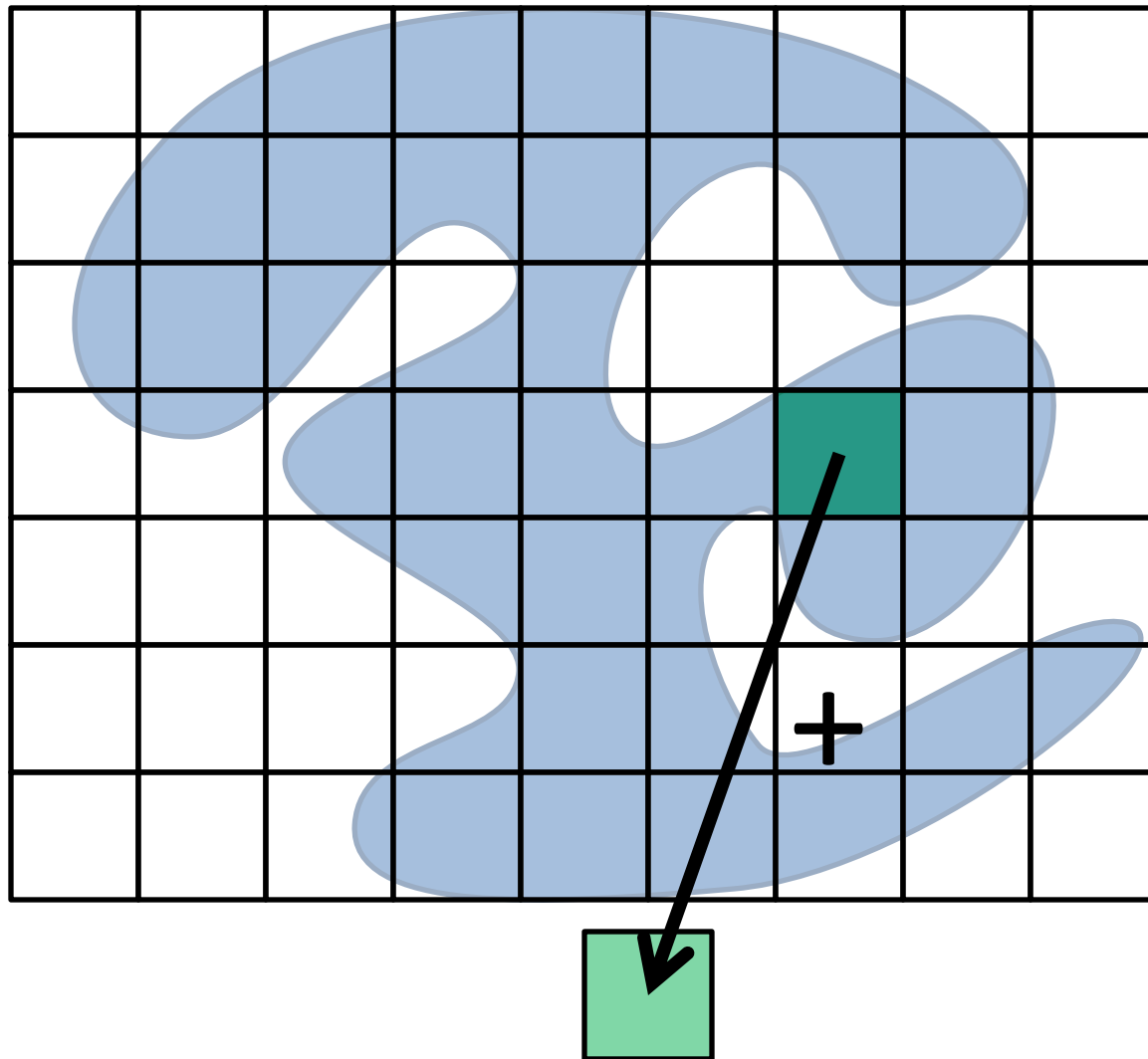
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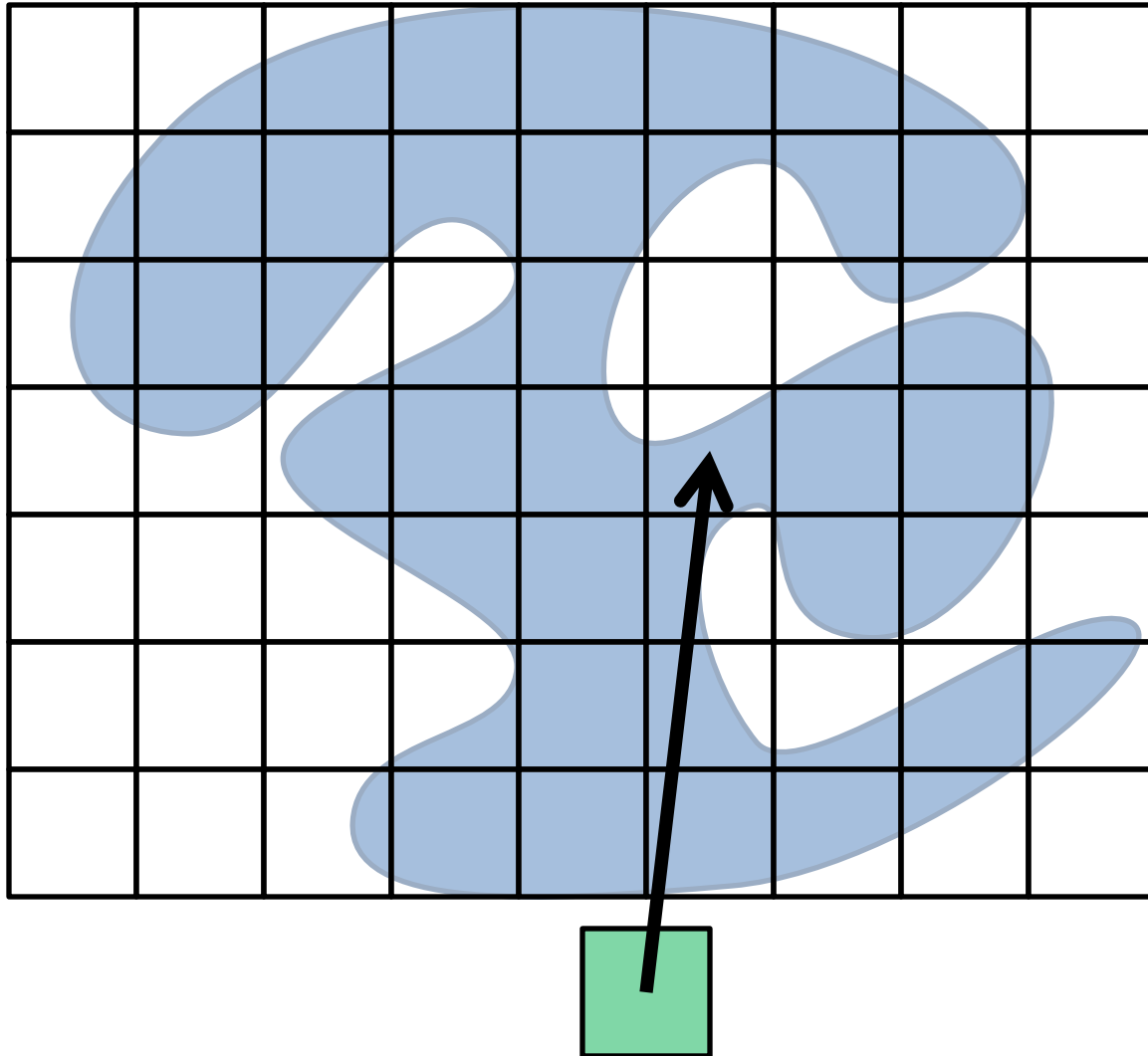
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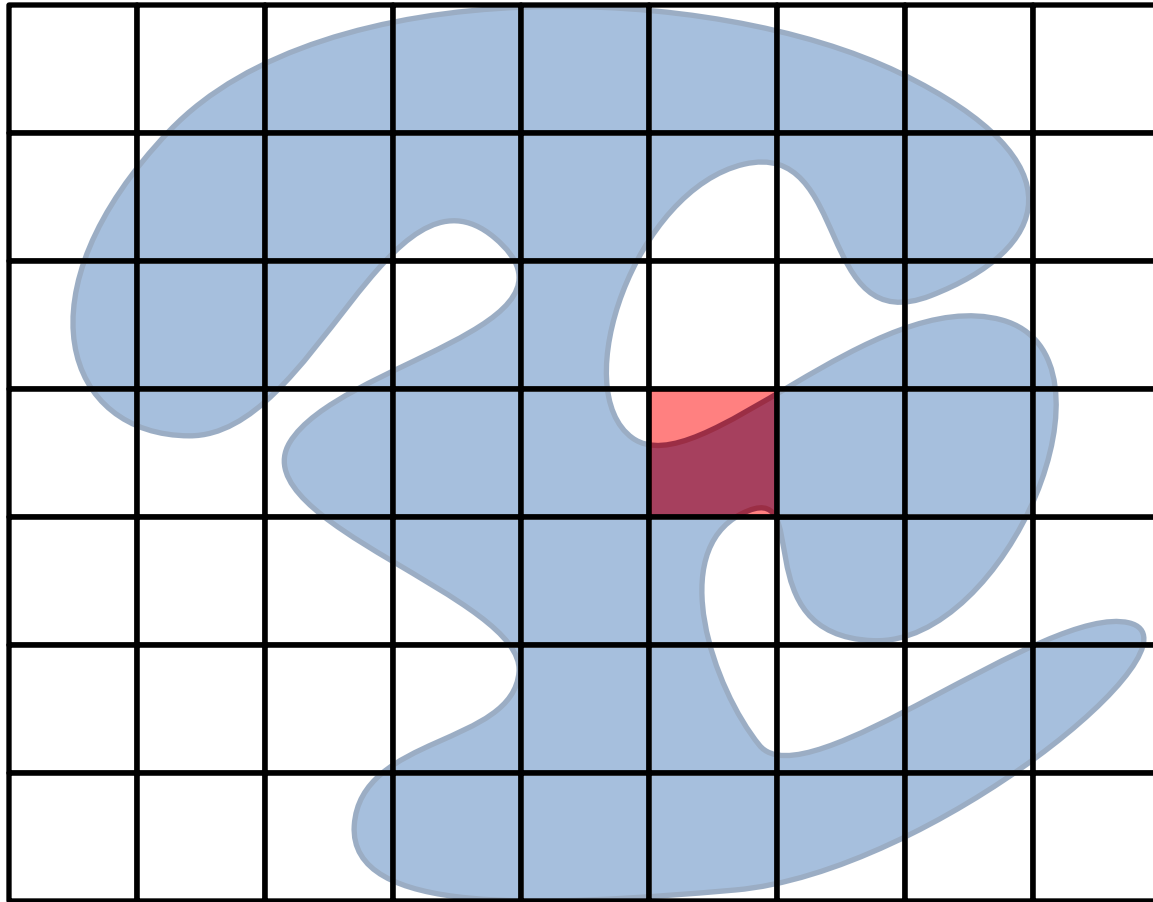
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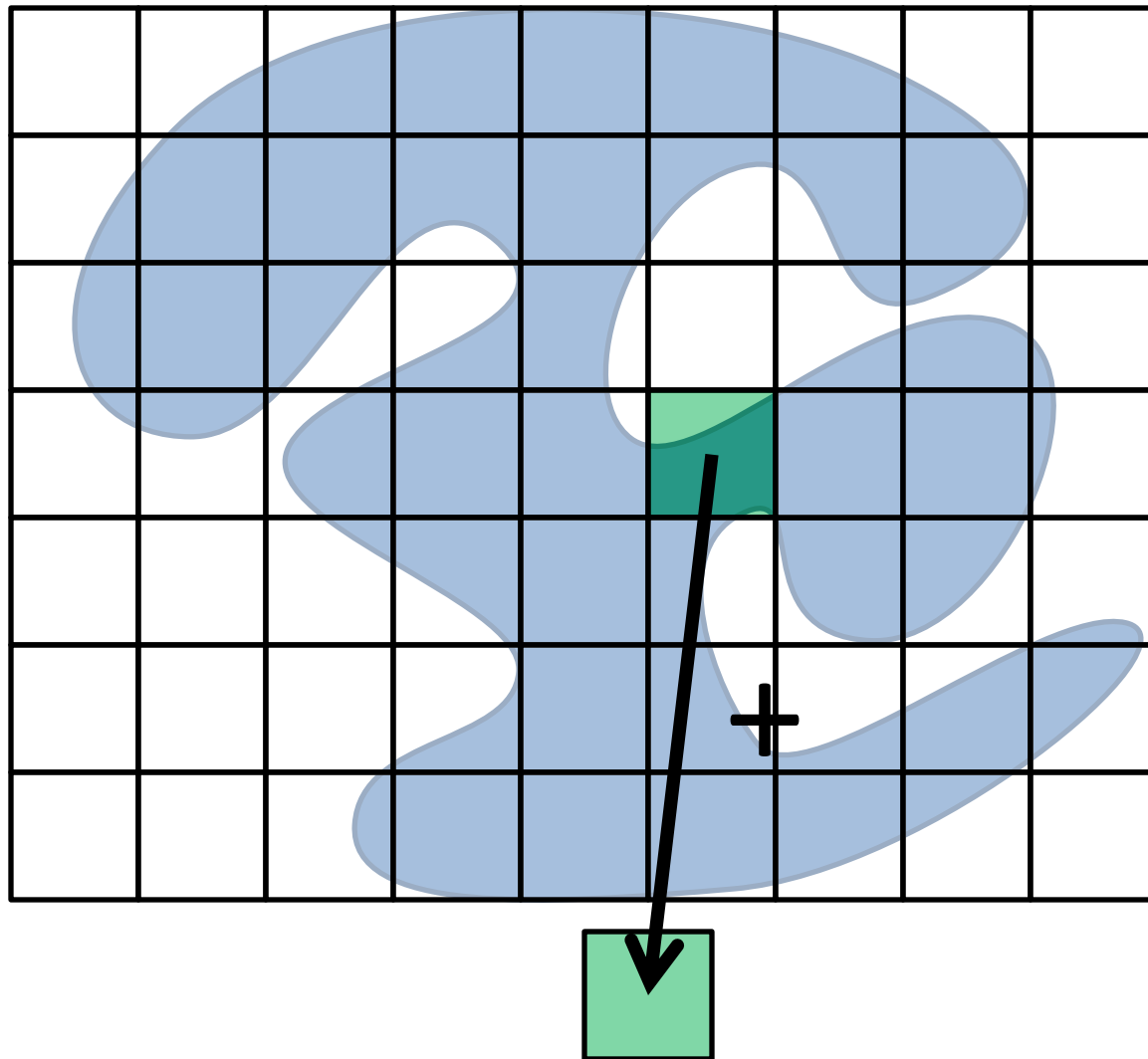
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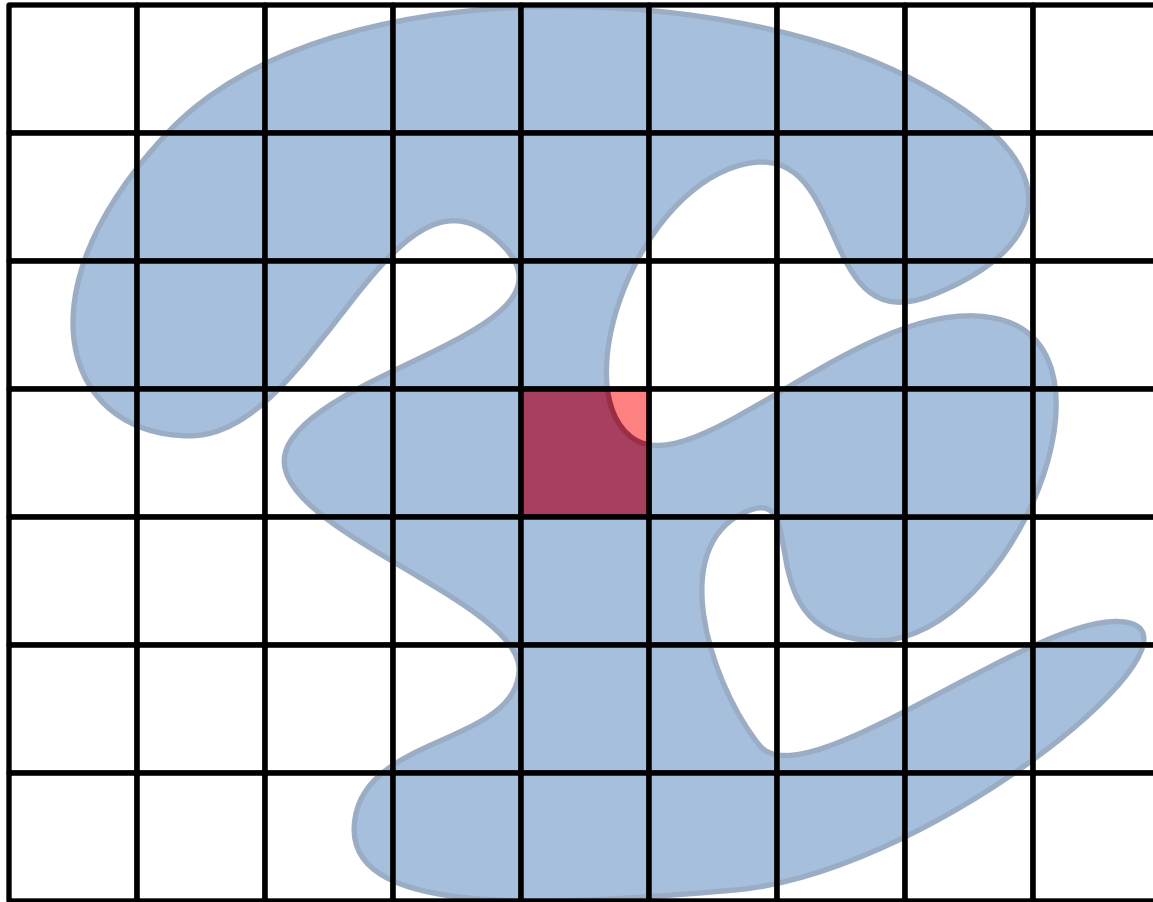
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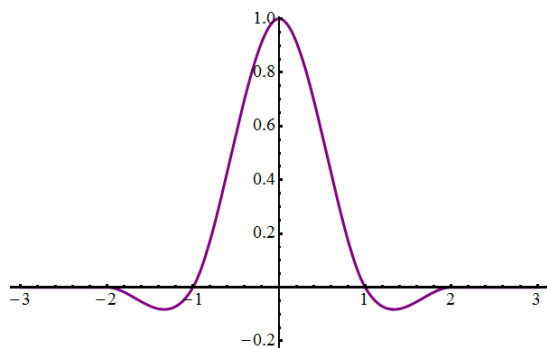
Scanline Rasterization



Scanline Rasterization

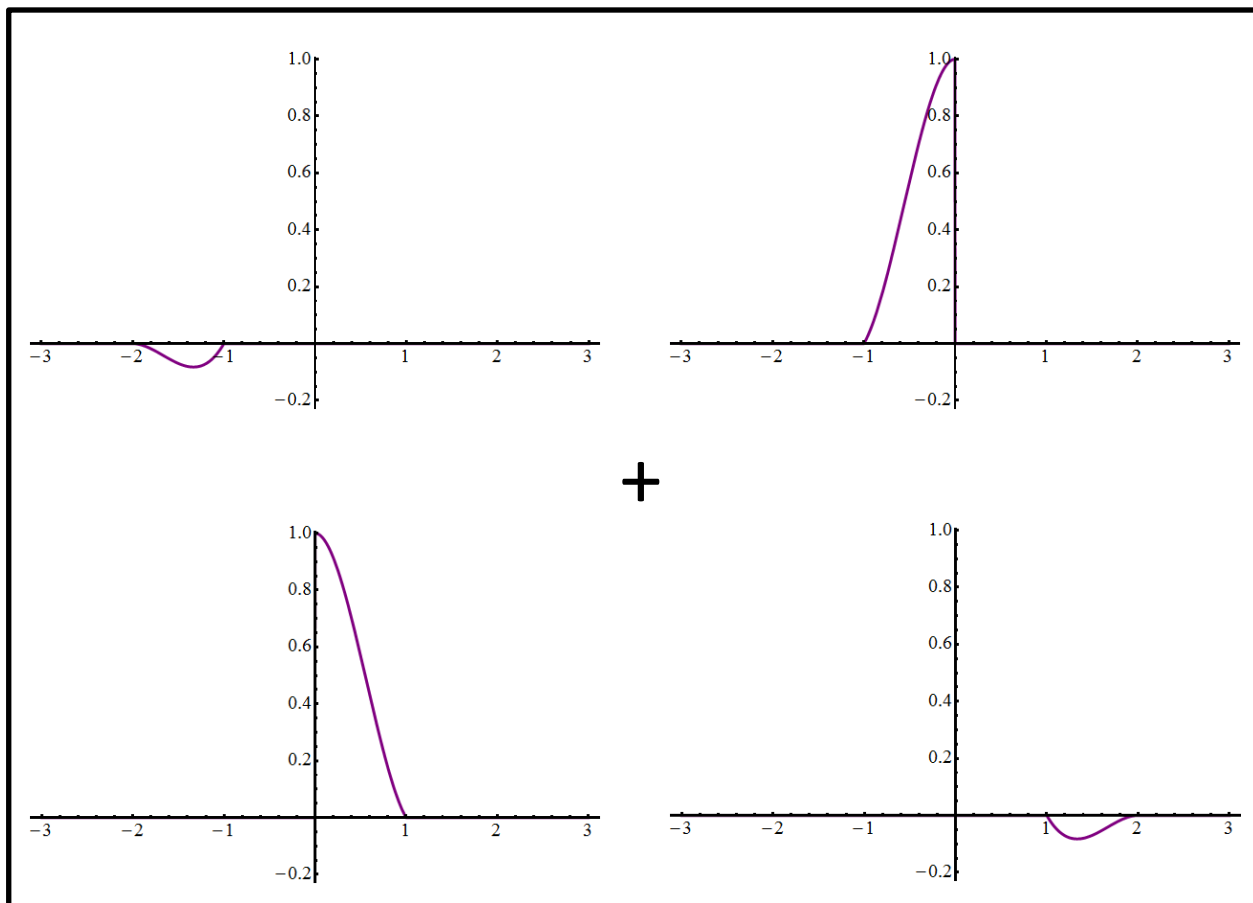


Filter Pieces

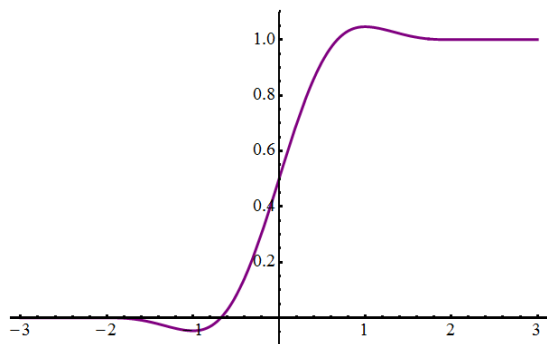


$f(x, y)$

=

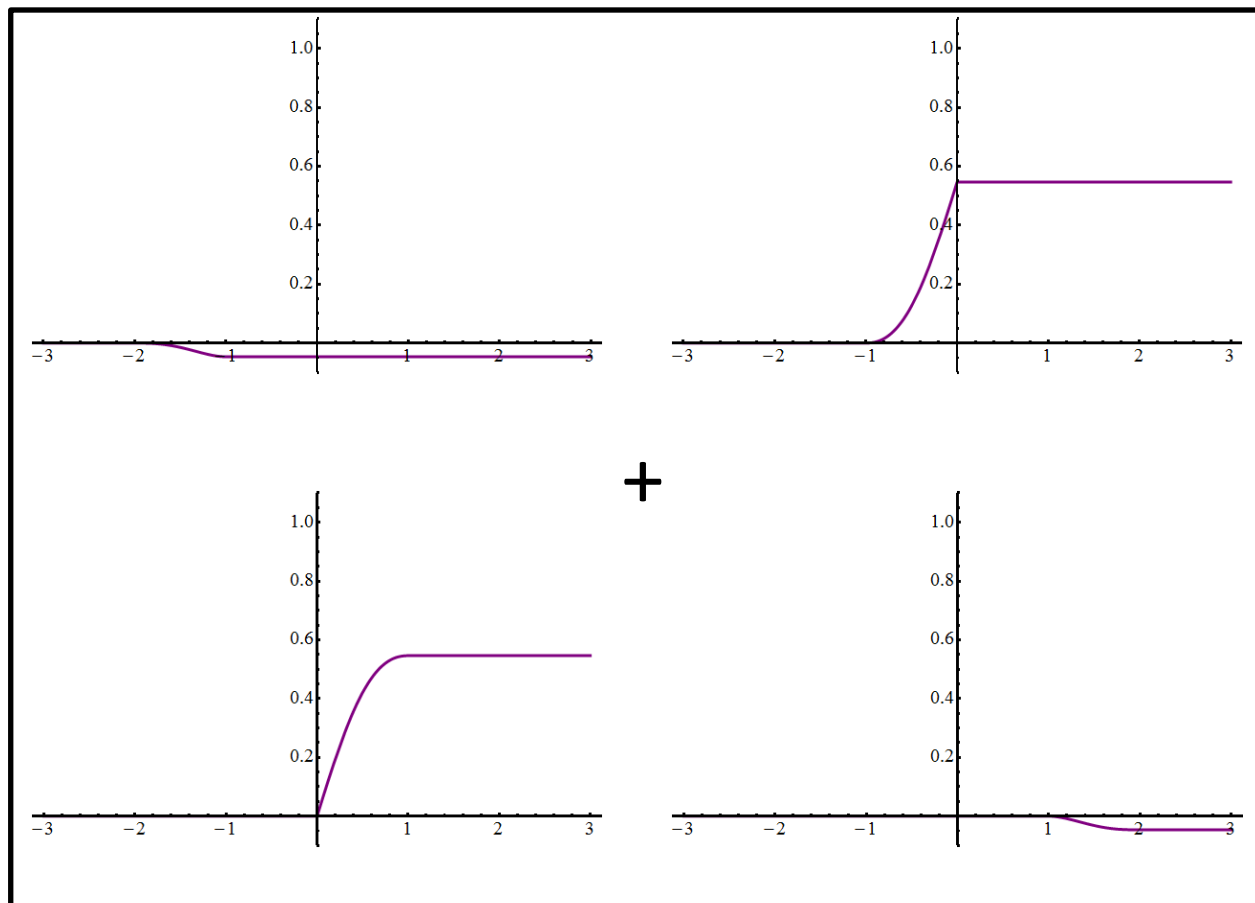


Filter Pieces

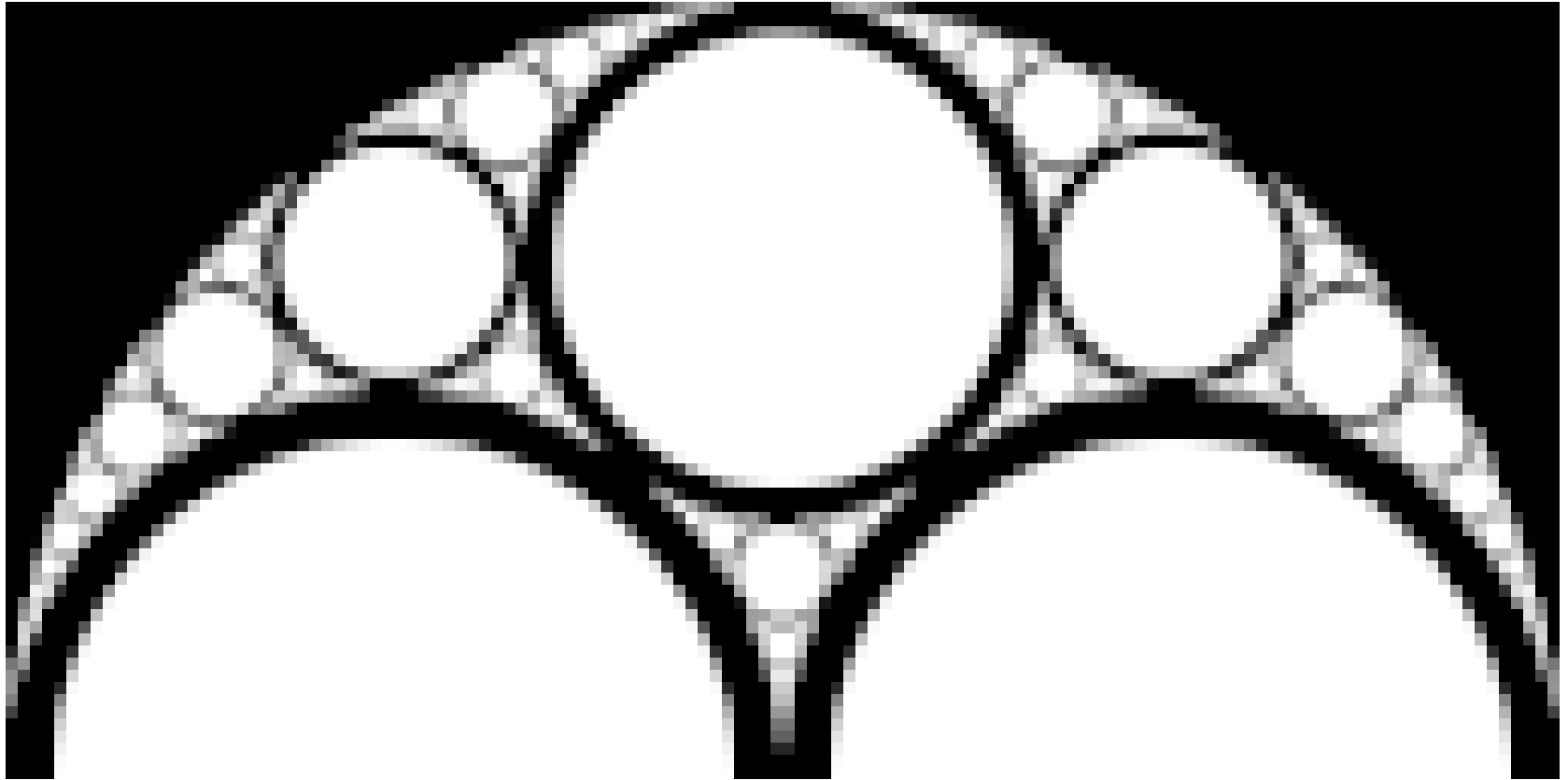


$F(x, y)$

=



Rational Curves



Cubic Curves

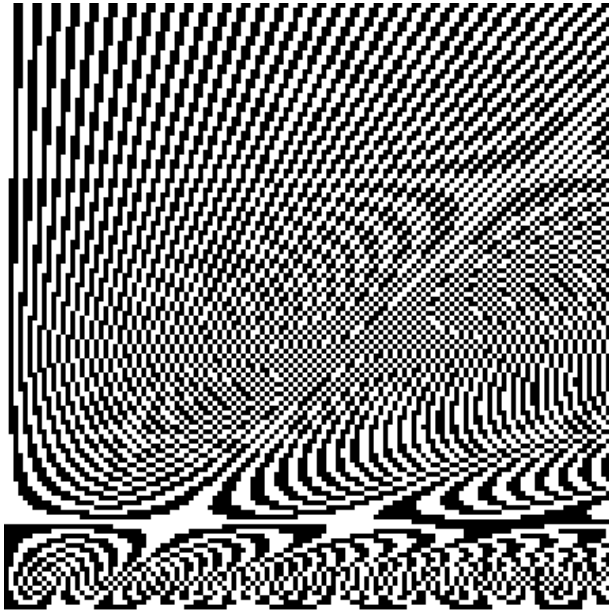


Input image

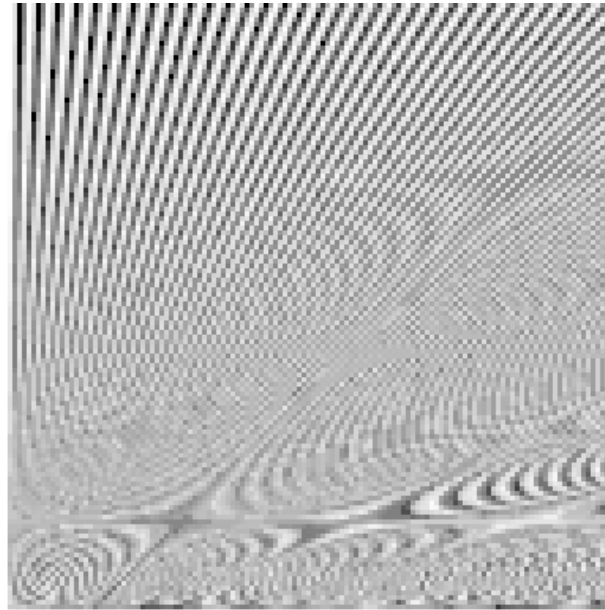


Mitchell-Netravali

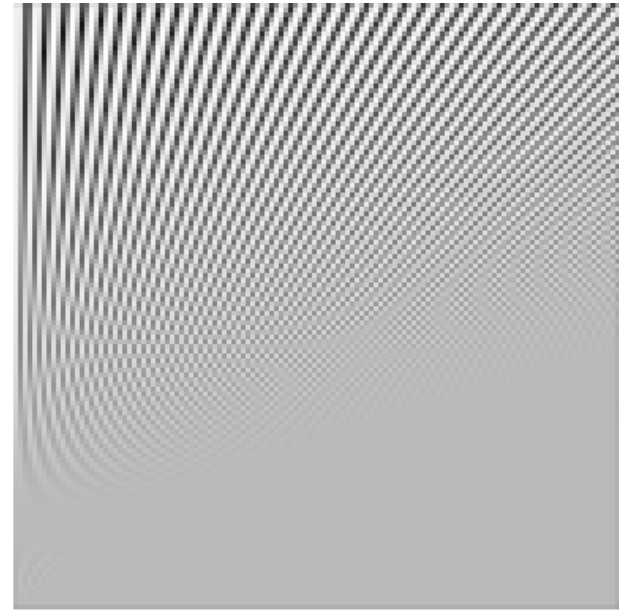
Anti-aliasing



Point sampling



16x MSAA tent

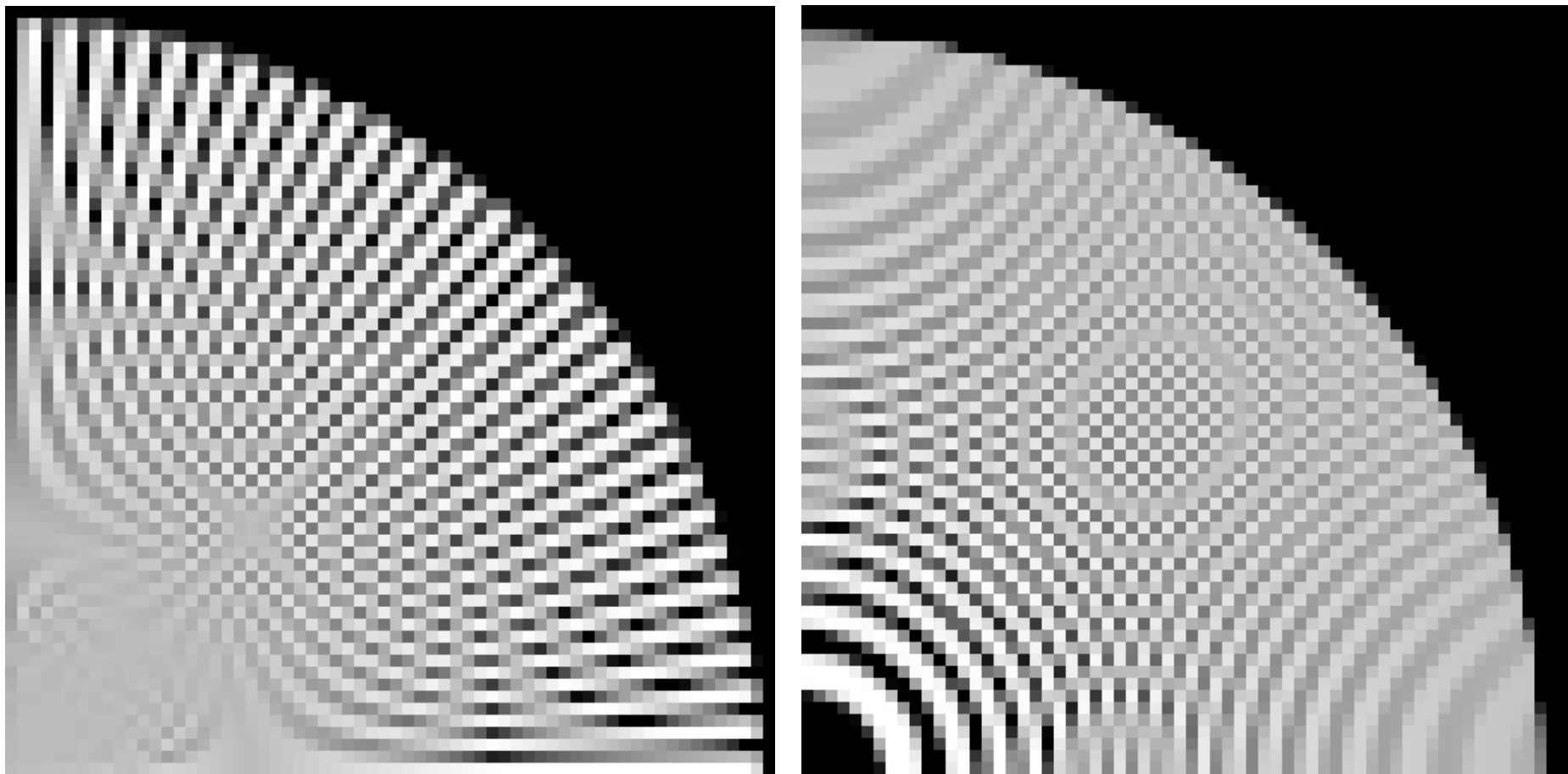


Analytic tent



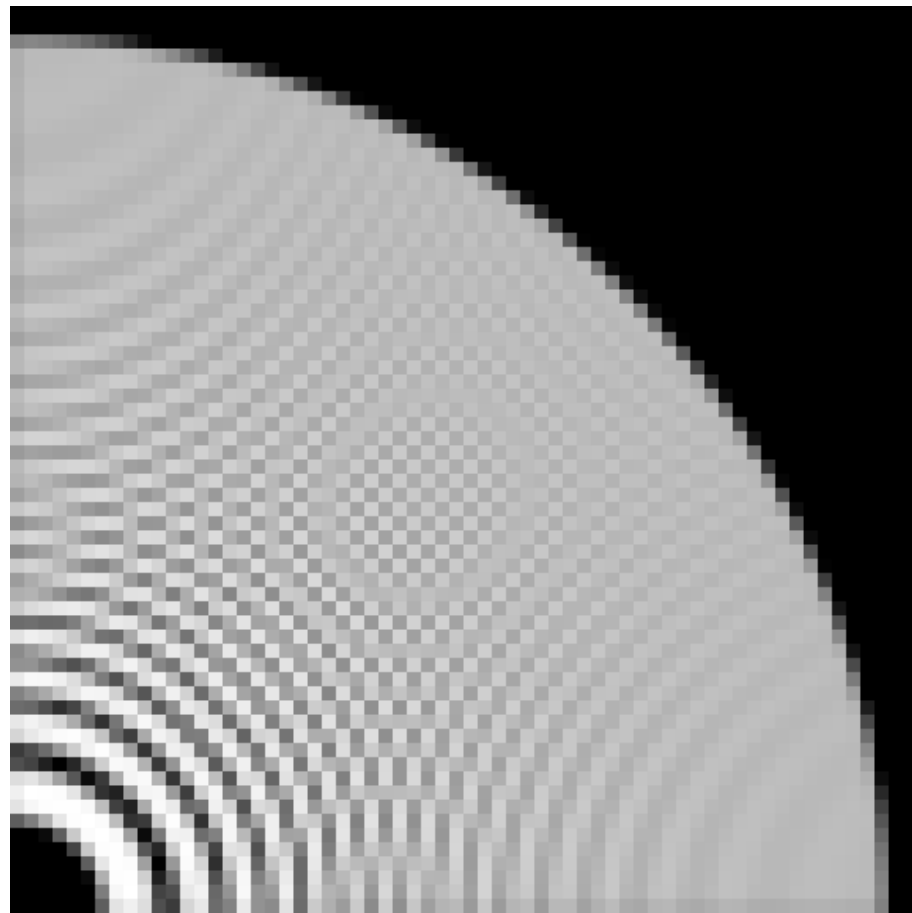
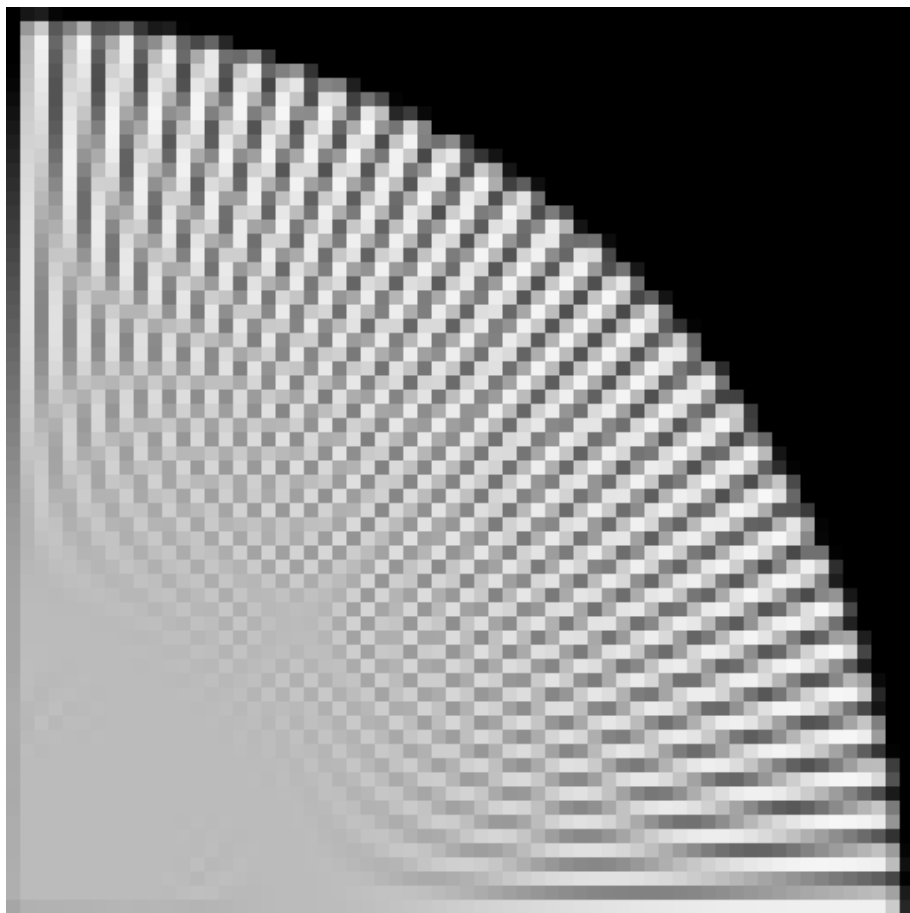
ATI Radeon HD 5700

Anti-aliasing



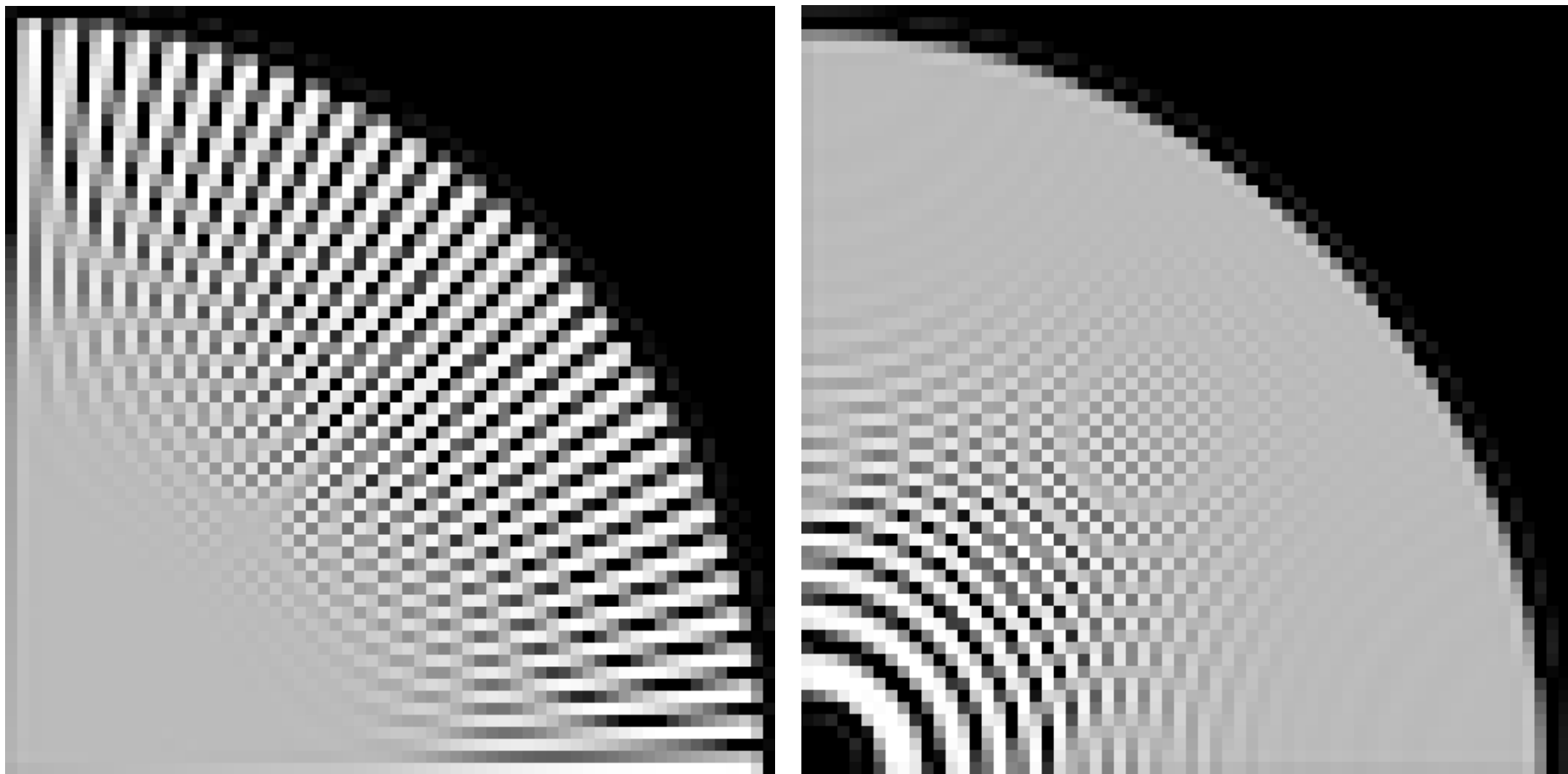
Box

Anti-aliasing



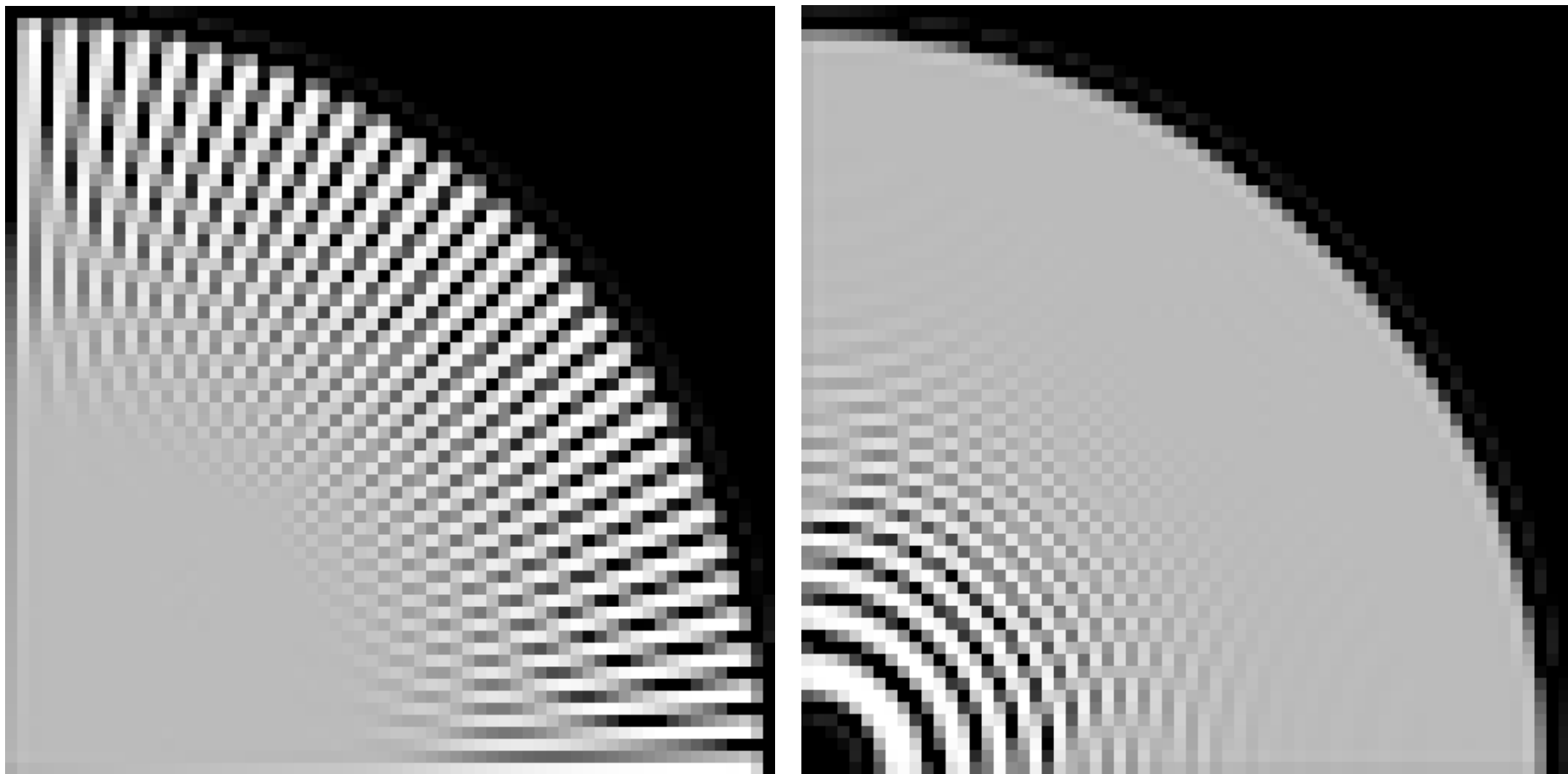
Tent

Anti-aliasing



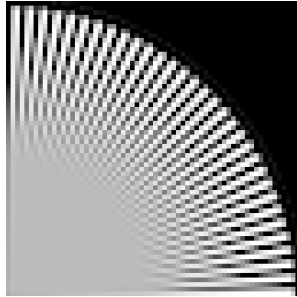
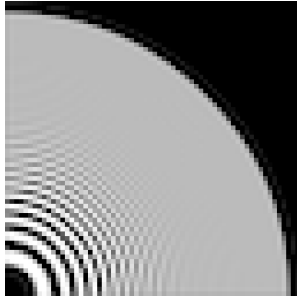
Lanczos 3

Anti-aliasing

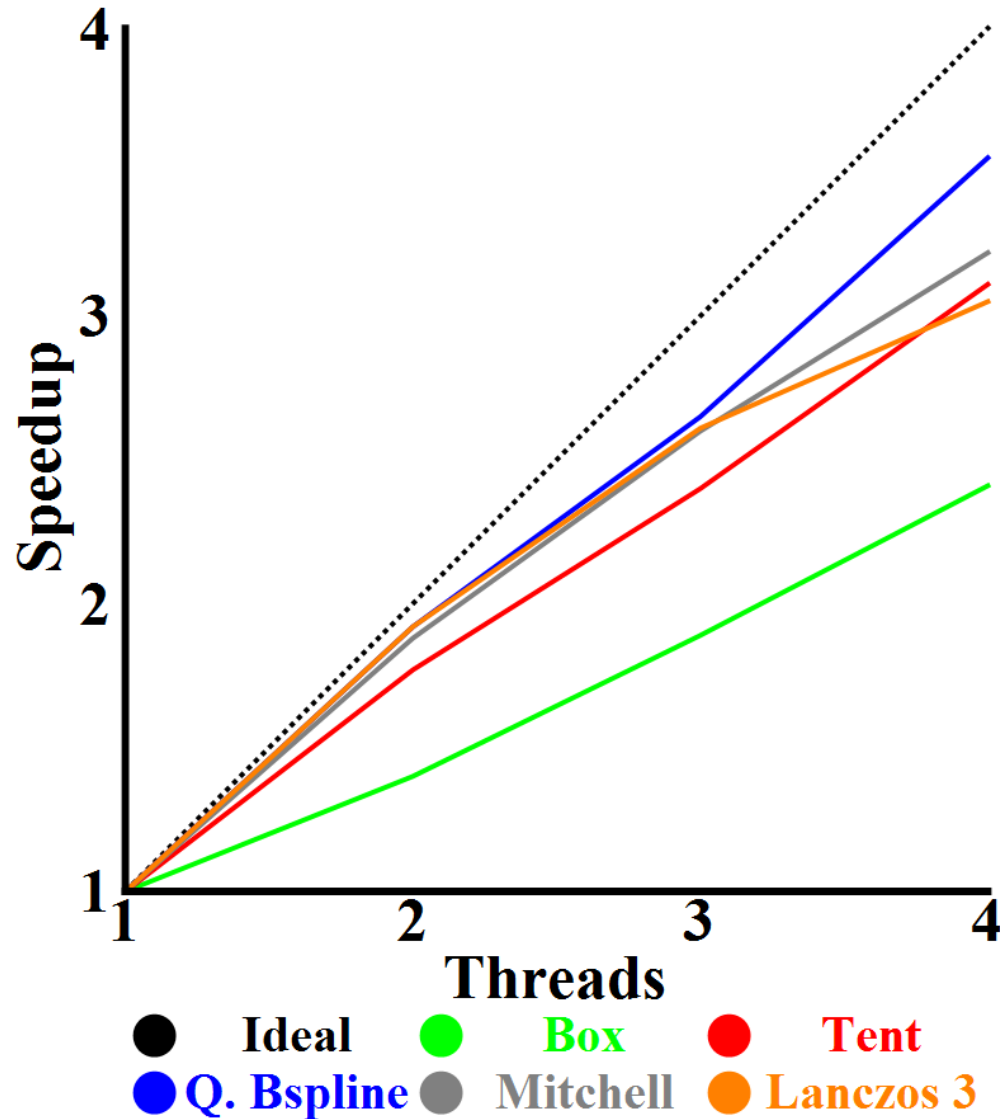


Radial 3

Timings (ms)

		
AGG	0.25	0.35
Cairo	0.57	2.34
Wavelet	0.42	3.14
Box	0.14 (0.07)	0.37 (0.17)
Tent	0.27 (0.12)	0.75 (0.26)
Q. B-spline	1.02 (0.31)	4.45 (1.26)
Mitchell	2.26 (0.79)	37.0 (11.4)
Lánczos 2	2.71 (0.96)	27.6 (7.54)

Parallelism



Conclusions

- Analytic prefiltering
 - Smooth curves
 - High-quality filters
 - Color gradients
- Fast algorithm
 - Independent curves and filter pieces
 - High parallelism

