

# Basis van UI-Development

- DPI (dots per inch), PPI (pixels per inch)
- Pixel
- Raster Graphics en Vector Graphics
- Independent Pixel

$$1unit = \frac{1}{96}inch; \quad DPI = \sqrt[2]{\frac{1920^2}{1080^2}} \div 21 = 105$$

- Aspect Ratio
- ClearType rendering

[https://docs.microsoft.com/en-us/dotnet/desktop/wpf/graphics-multimedia/wpf-graphics-rendering-overview?view=netframeworkdesktop-4.8#:~:text=WPF%20uses%20vector%20graphics%20as,SVG\)%2C%20Windows%20metafiles%20\(.](https://docs.microsoft.com/en-us/dotnet/desktop/wpf/graphics-multimedia/wpf-graphics-rendering-overview?view=netframeworkdesktop-4.8#:~:text=WPF%20uses%20vector%20graphics%20as,SVG)%2C%20Windows%20metafiles%20()

# Text Rendering

- *TextOptions.TextFormattingMode*  
kan gezet worden op *Ideal of Display*
- *TextOptions.TextRenderingMode*  
kan gezet worden op *Auto, Aliased, Grayscale, ClearType.*