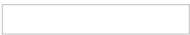


Anti-Aliasing Node

The Anti-Aliasing node smooths away jagged edges.



Inputs

Image

Standard color input.

Properties

Threshold

Controls edge detection sensitivity across the whole image.

Contrast Limit

Controls contrast level to consider when detecting edges.

The human eye does not perceive all edges equally. For instance, it tends to mask low contrast edges in the presence of much higher contrasts in the surrounding area. Therefore, applying anti-aliasing to unperceived edges will produce artifacts. This option quantifies the difference between low contrast and high contrast neighboring edges.

Corner Rounding

Detect corners to help preserve the original shape. Setting *Corner Rounding* to 0 means no corner detection and no corner rounding will take place. The higher the value the better corners will be preserved, i.e. resemble original image.

Outputs

Image

Standard color output.

Examples

The Anti-Aliasing node has three properties shown here.

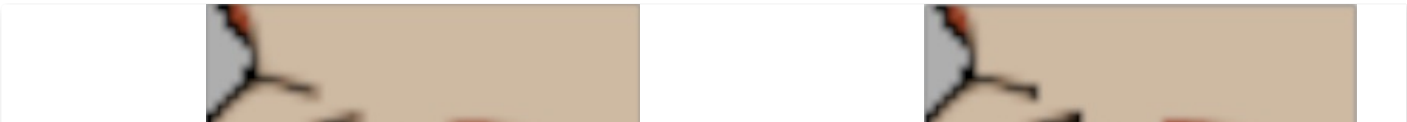


Changing threshold affects all edges.



Changing contrast limit affects neighboring edges below contrast limit.

The effect of corner rounding.





Corner detection and rounding off (set to 0). Notice how corners are smoothed because they are treated as artifacts.



Full corner detection and rounding preserves the sharp edges around the corner.

[Previous](#)
[Vector Blur Node](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

[No](#)
[Denoise No](#)

[View Source](#)
[View Translation](#)
[Report issue on this page](#)