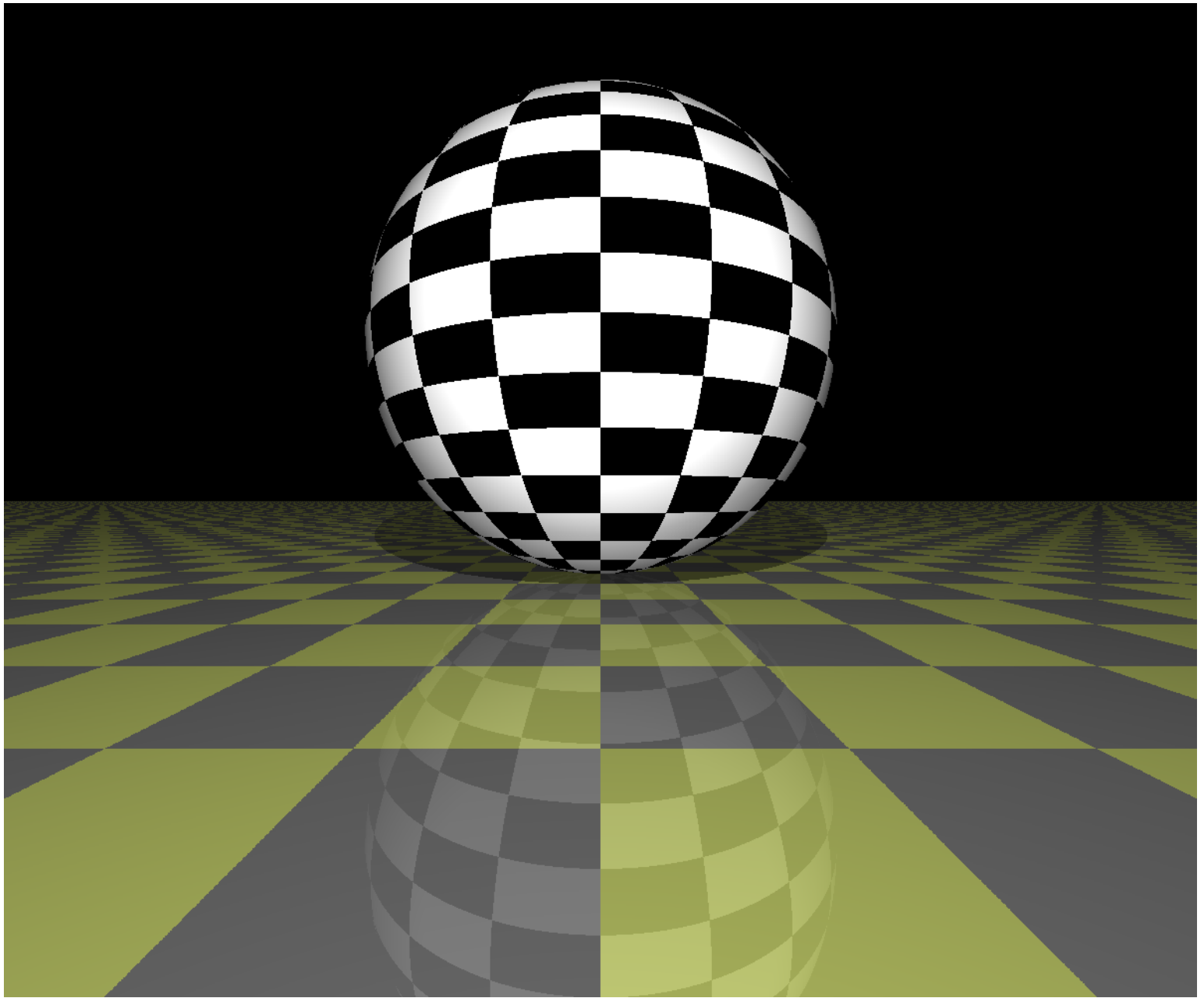# 1 Anti-Aliasing

Figure 1: No anti-aliasing.
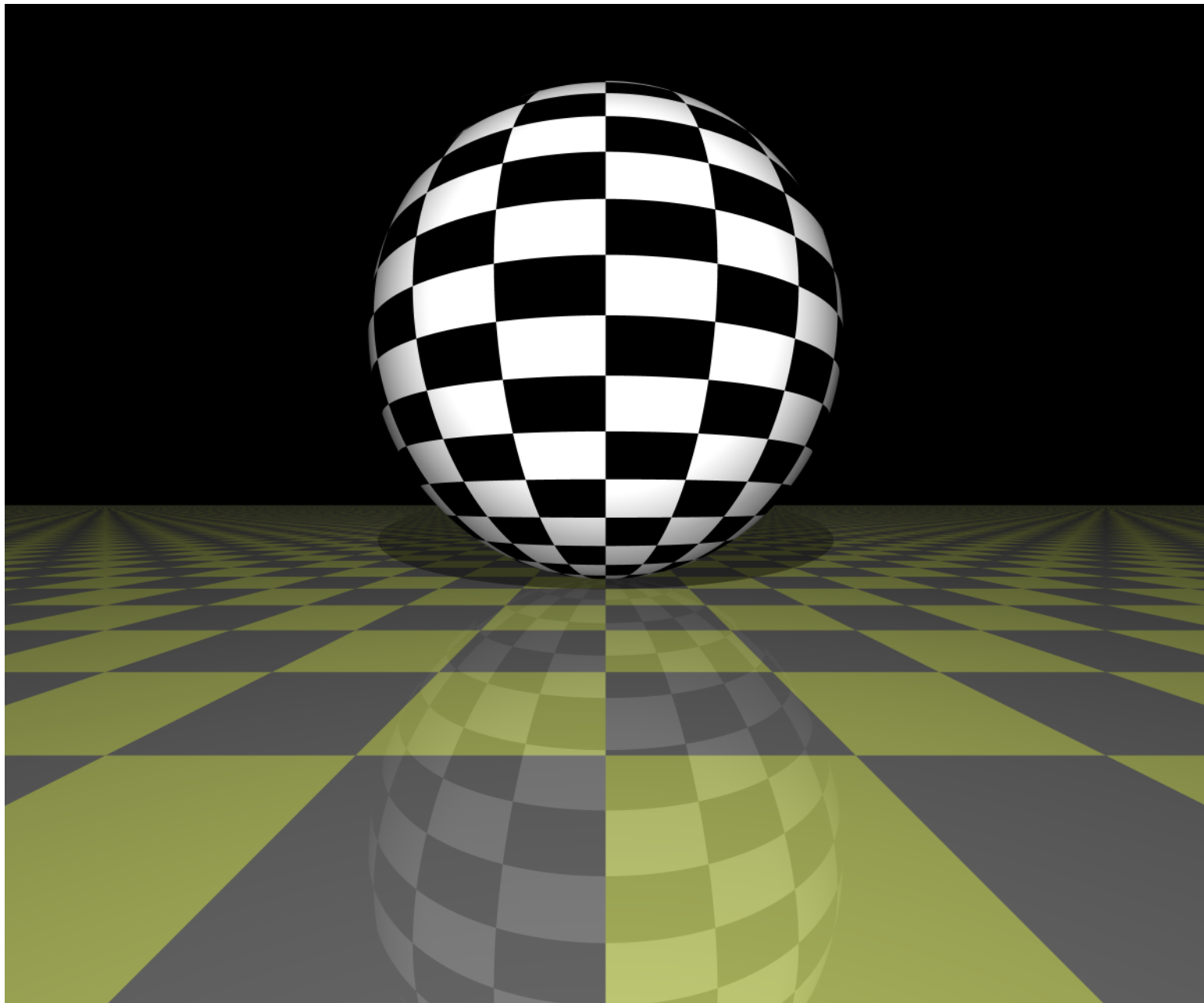
Figure 2: 64x AA using regular sampling.
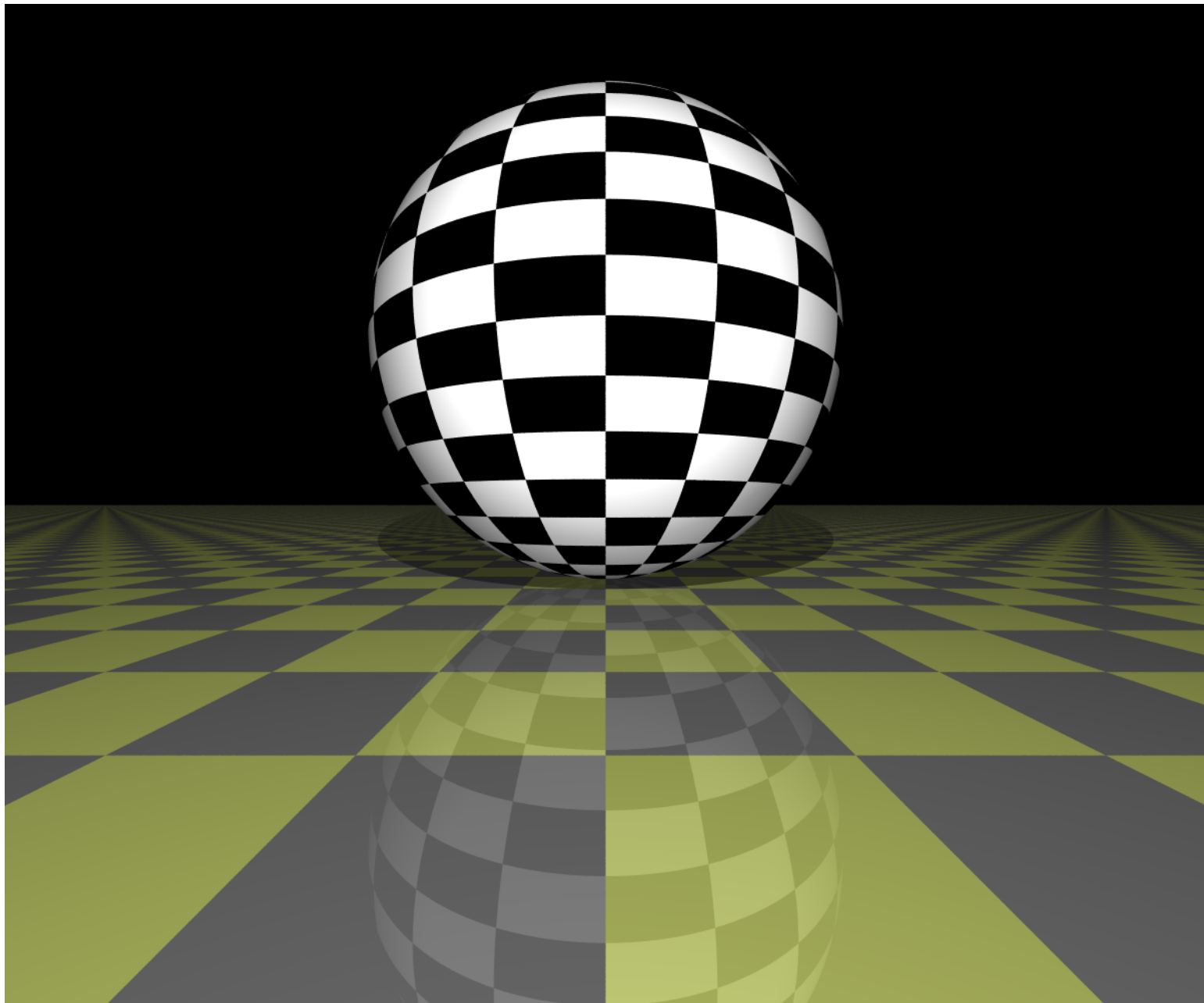
Figure 3: 64x AA using random sampling.

(a) Plane   (b) Sphere
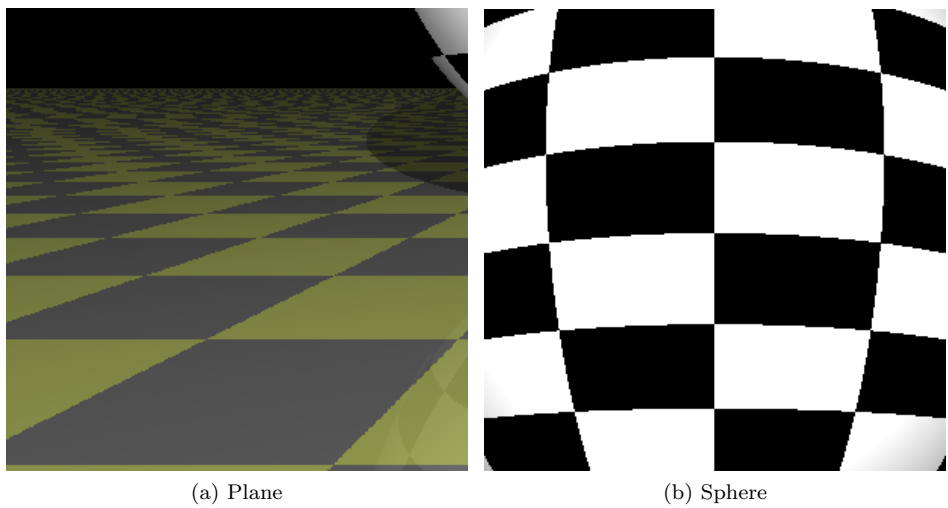
Figure 4: Vanishing plane and checkered sphere without anti-aliasing.
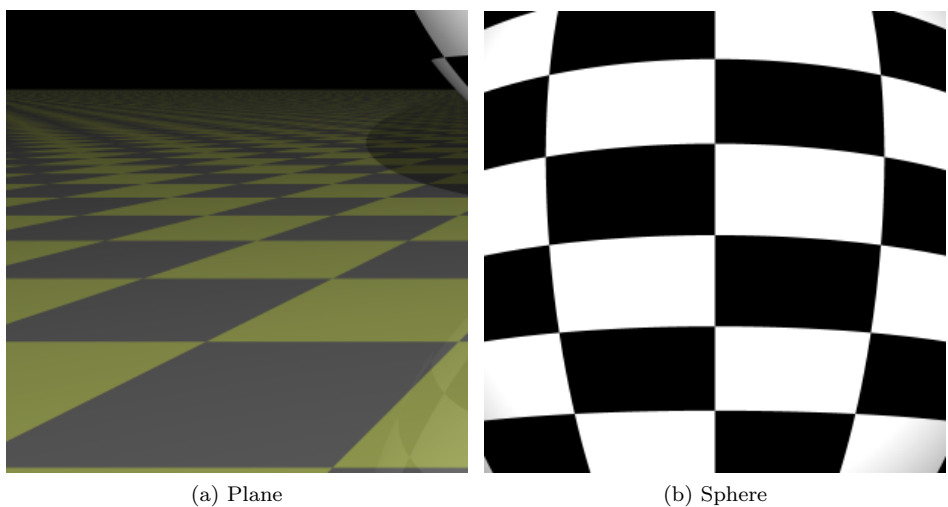

(a) Plane   (b) Sphere

Figure 5: Vanishing plane and checkered sphere with 64x AA using regular sampling.
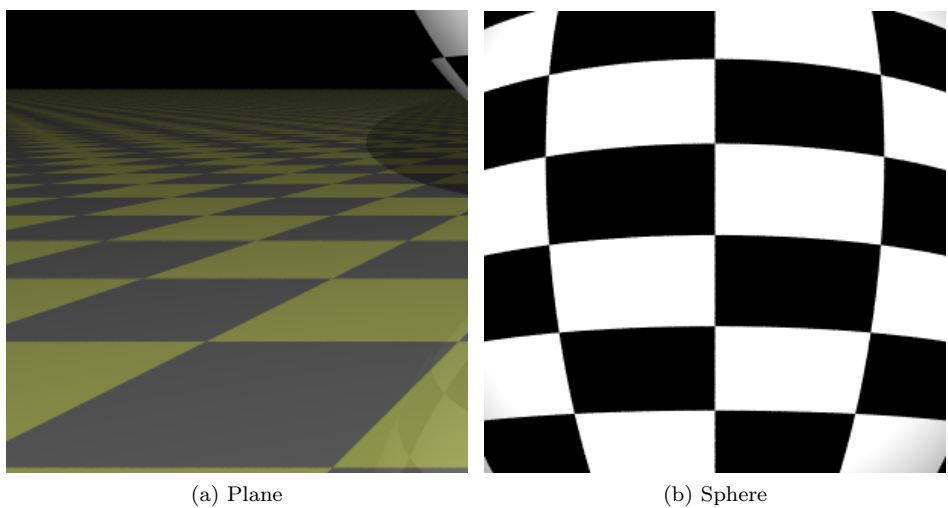

(a) Plane   (b) Sphere

Figure 6: Vanishing plane and checkered sphere with 64x AA using random sampling.