

Task 4:

> Does the marching cube algorithm lead to aliasing artifacts? Please explain your answer.

Yes, the marching cube algorithm leads to aliasing artifacts.

It is because, no matter how small the voxel is set, a perfect curve cannot be expressed because the inside of the voxel is connected with a straight line. Therefore, when the original object is made of curves, the aliasing artifacts that the original is damaged inevitably occurs.