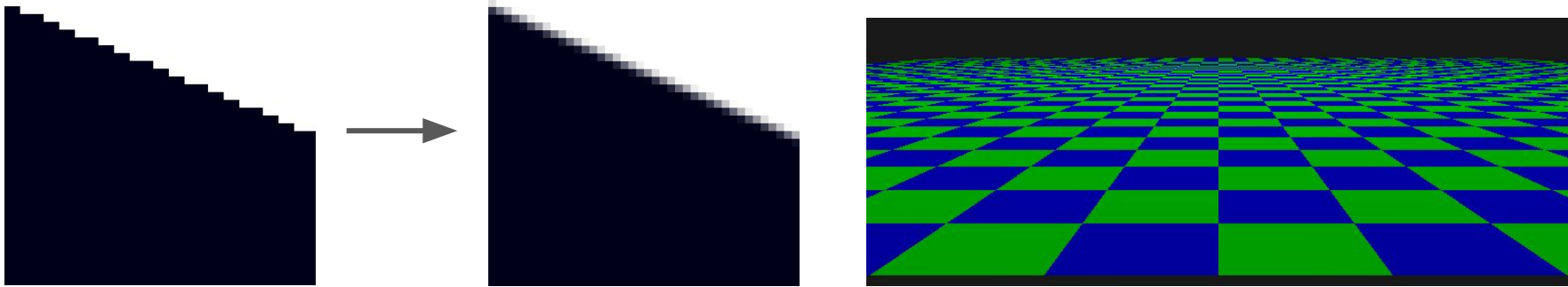# A comparison of contemporary anti-aliasing techniques

Aliasing appears when we try to sample an infinitely continuous function with a discrete one

Anti aliasing techniques

- Super-sample anti-aliasing: takes multiple samples for each pixel and calculates average colour value
- Multi-sample anti-aliasing: takes multiple samples for pixels that are only on the edges
- Fast approximate anti-aliasing: post-processing technique that finds and smoothes jagged edges on final image

Completed work
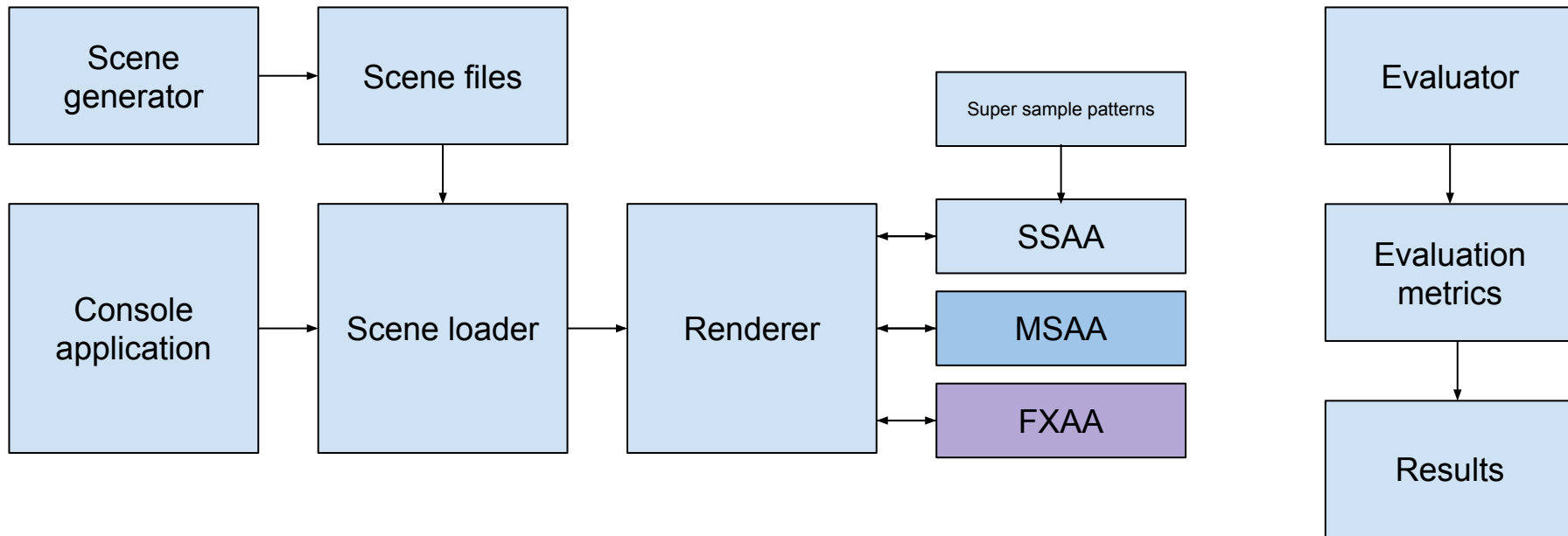
Unexpected difficulties and their solutions

- Work plan schedule was not detailed enough
- I have spent too much time on fancy features of ray tracer