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Subject : **Machine Vision**

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University :  **Munster Technology University, Cork, Ireland**

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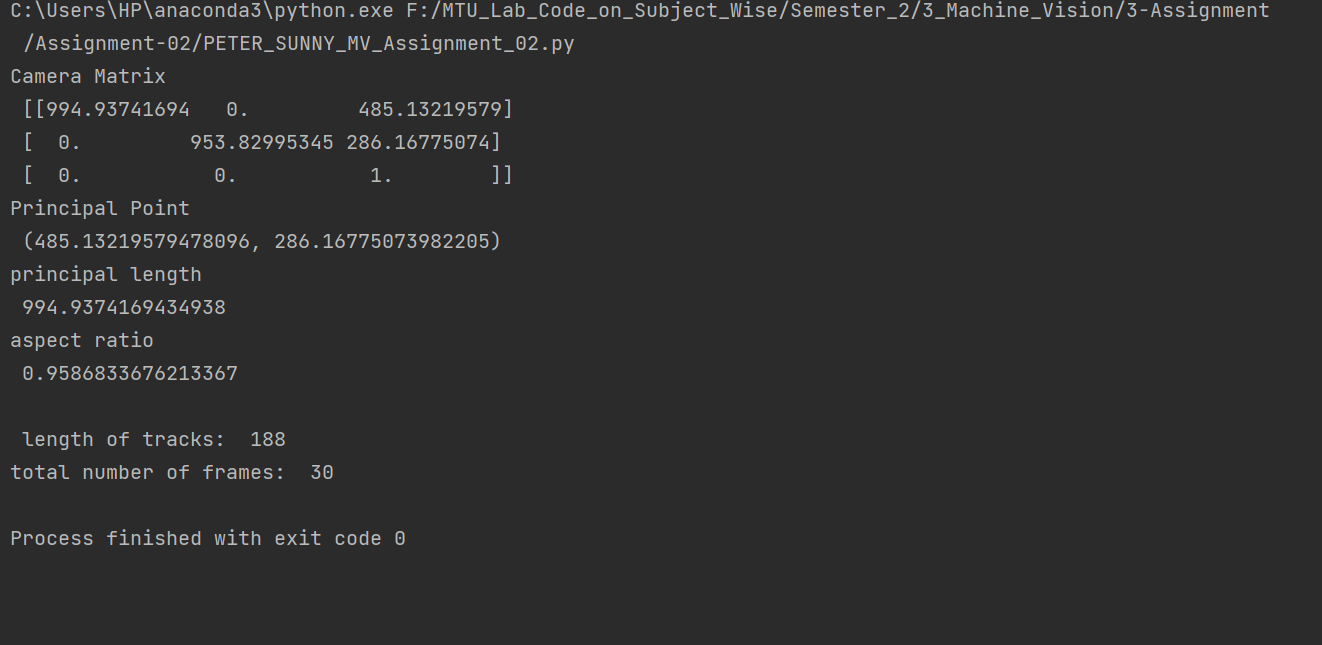
Introduction of Image

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**TASK-1-AB**

When a high-resolution object is displayed on a low-resolution display, the imperfections caused by information loss are referred to as aliasing. This can be seen in geometric objects, vector graphics, vector fonts, and 3D graphics. When a smooth object, such as a line, appears jagged because the pixels are large enough to be seen with the naked eye, this is the most common type of visual aliasing. Anti-aliasing techniques, such as adjusting a pixel's color or transparency based on how much of it is covered by the object, can help to mitigate these effects (sub-pixel rendering).

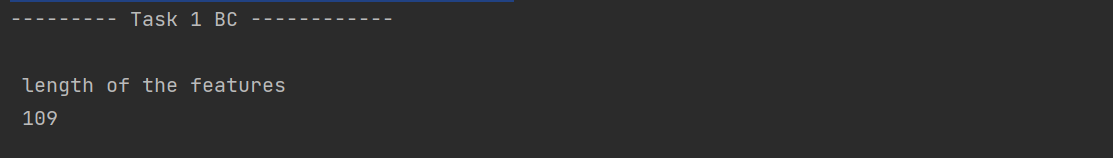
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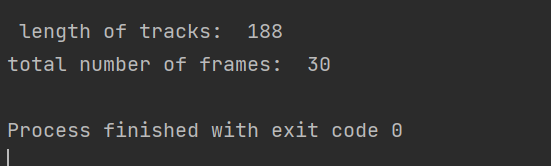
**TASK-1-CD**



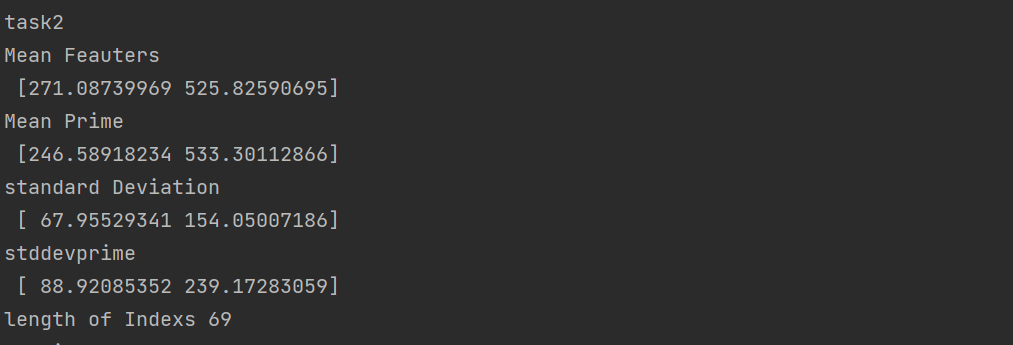
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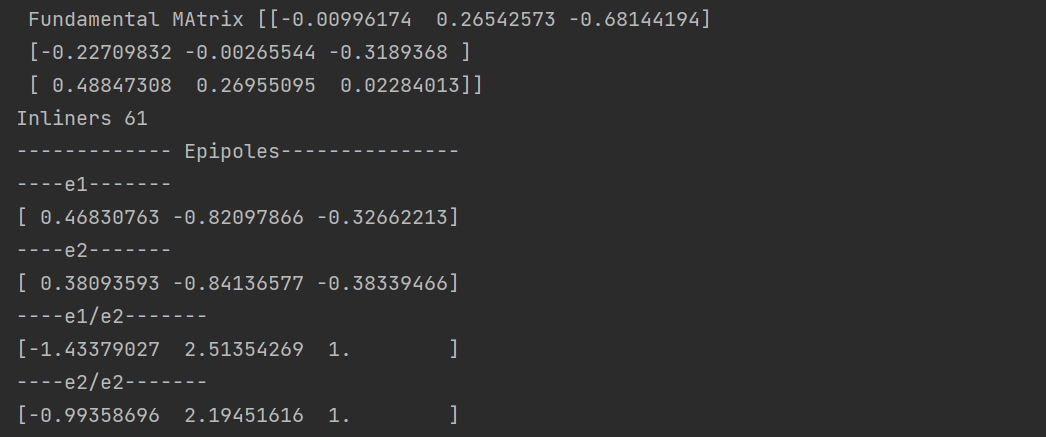






**TASK-2**





------------- Epi poles linear ---------------





**TASK-3**

