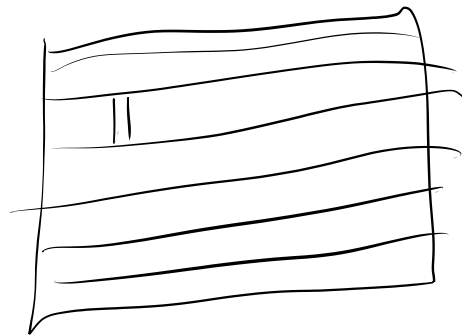
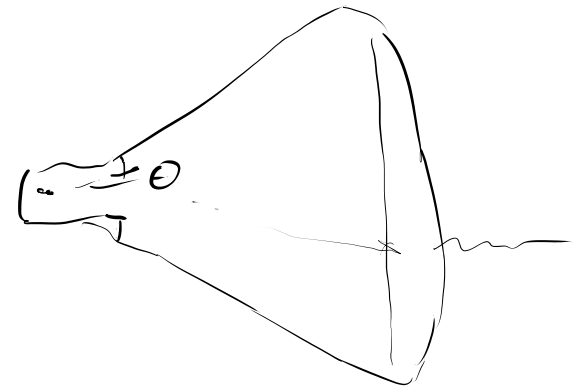
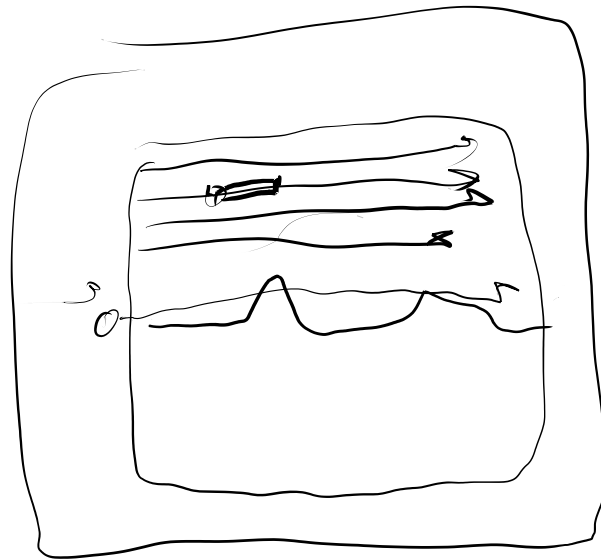


Raster

Screen saver



pixel
=
solid
color

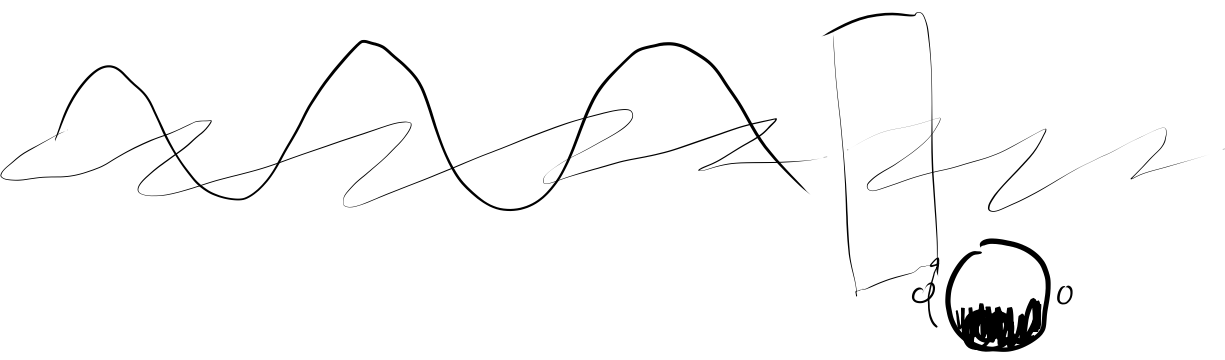
R -
G -
B -

0 = black
1 = white
255 =

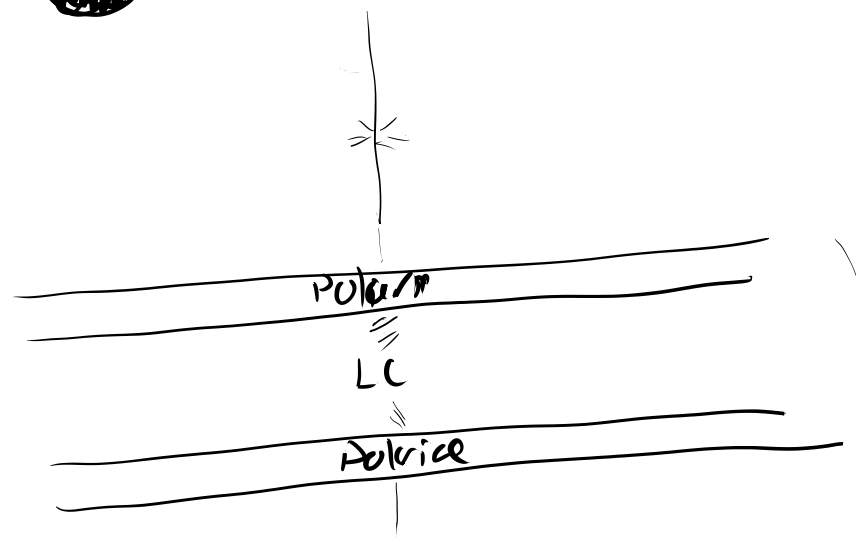
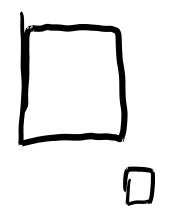
e-ink

255
255
255

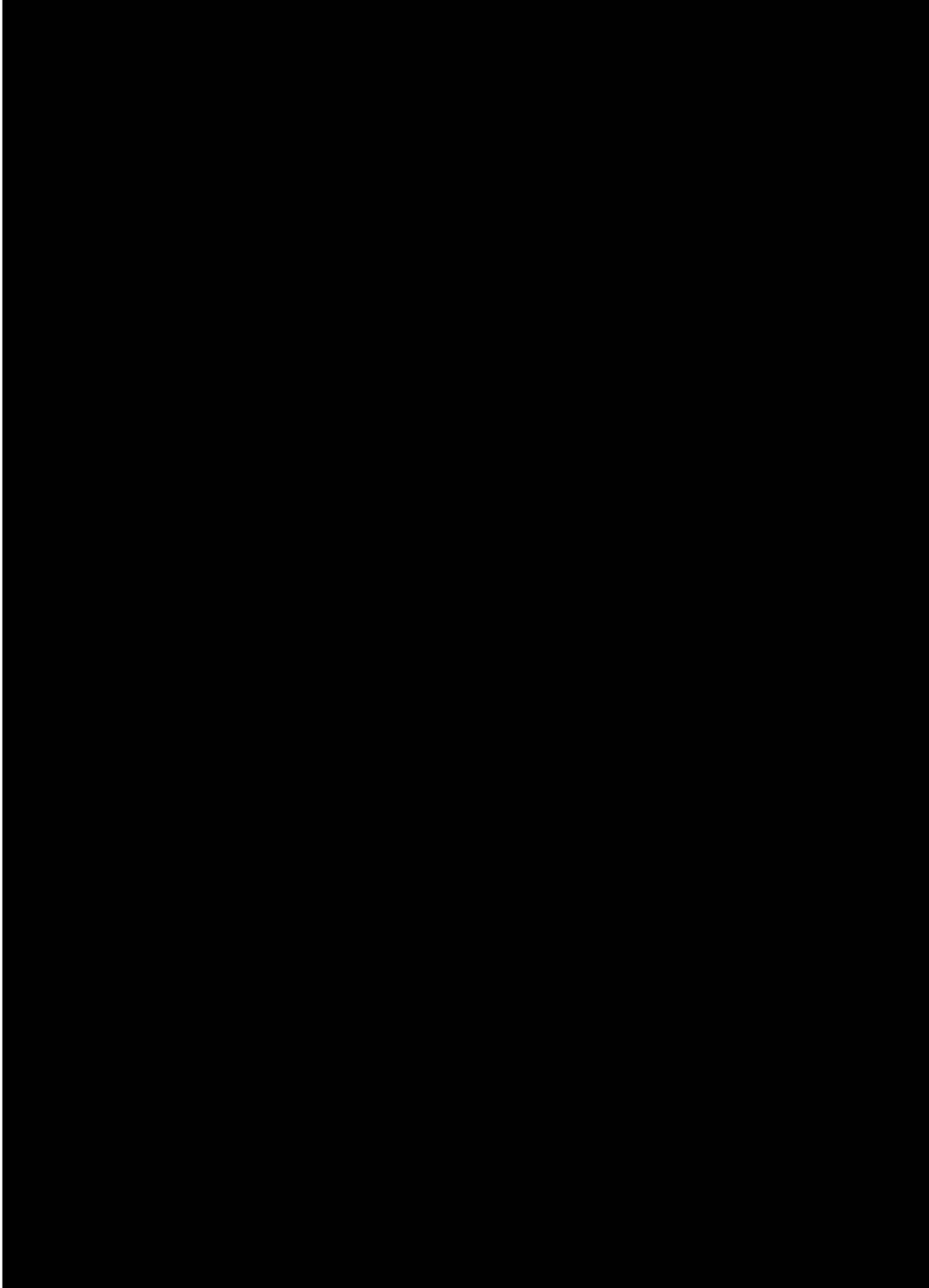




LCD

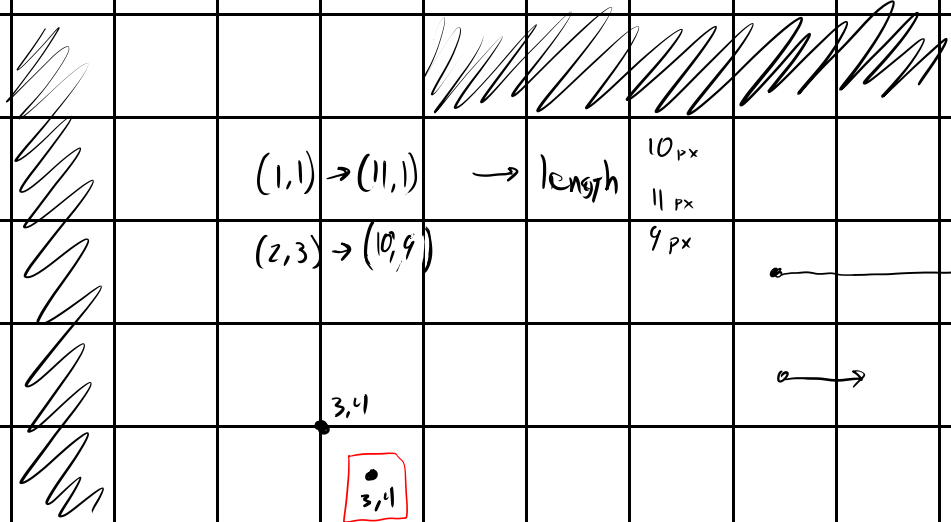


50% Transpare



x →
y ↓

1-pixel wide line



(1,1) → (11,1)

→ length

10 px

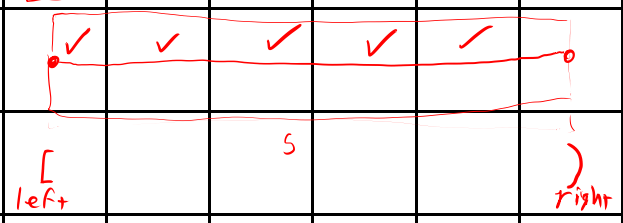
11 px

(2,3) → (10,9)

9 px

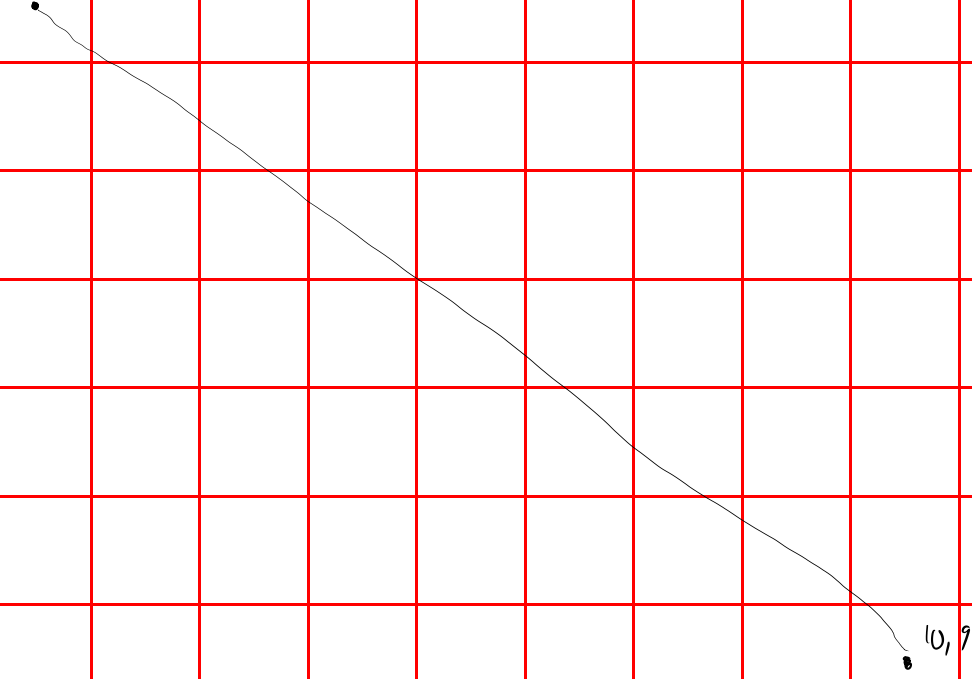
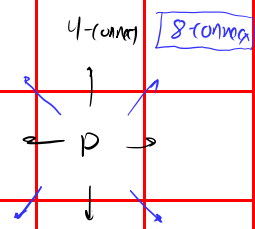


3,4



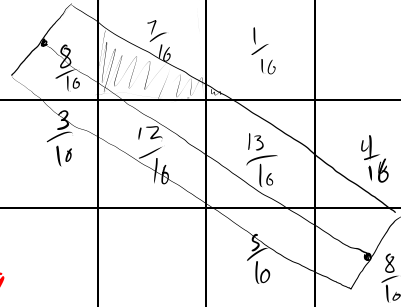
10 pixels adjacent
2,3

$$6^2 = 36$$
$$8^2 = 64 + 100$$
$$\sqrt{100} = 10$$

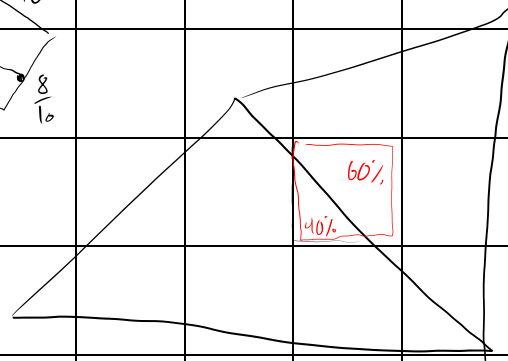


8

antialias



Pixel all-or-nothing



3D Raster

Pixel = 3 bytes

1080p 120x1080

