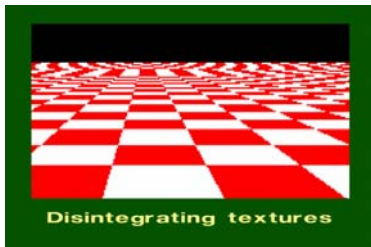
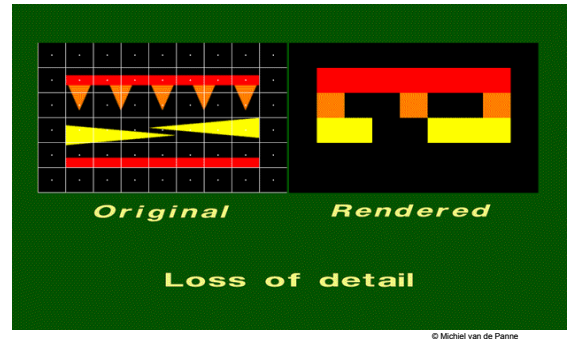
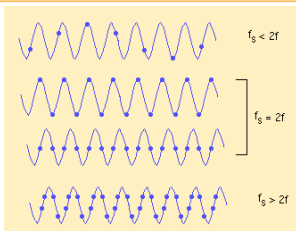
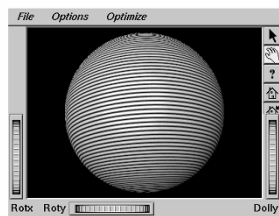
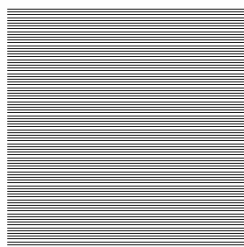
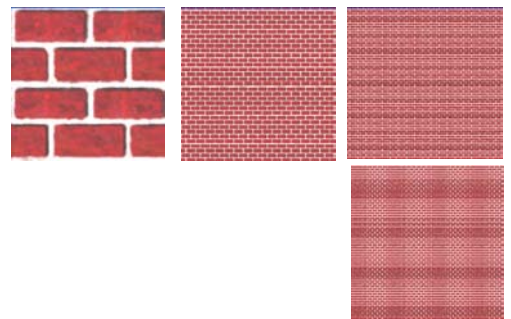


Sampling

CPSC 414



Disintegrating textures

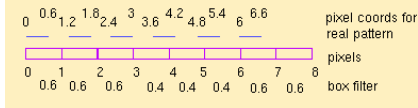


A continuous-time signal can be completely recovered from its samples iff the sampling rate is greater than twice the maximum frequency present in the signal.

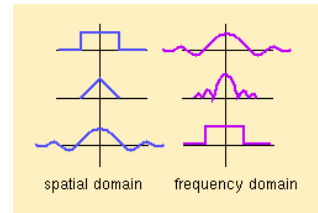
point sampling



unweighted area sampling



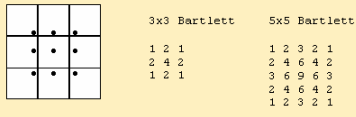
the view in the frequency domain



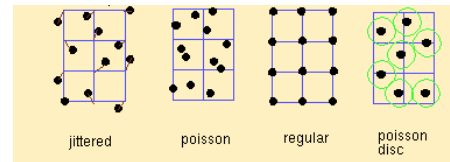
textures can be pre-filtered (i.e., filtered before sampling)

post-filtering (regularly-sampled grid)

- multiple samples per pixel



post-filtering (stochastic sampling)



importance sampling

