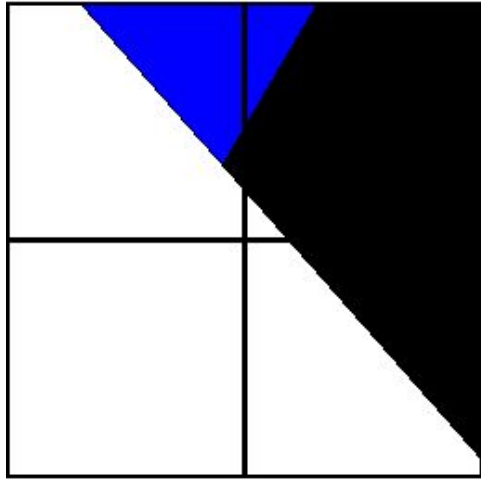
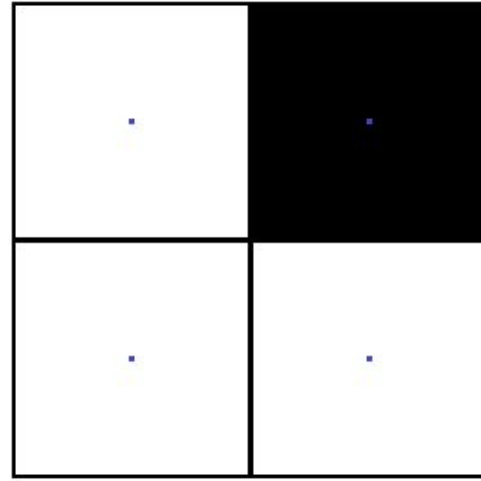




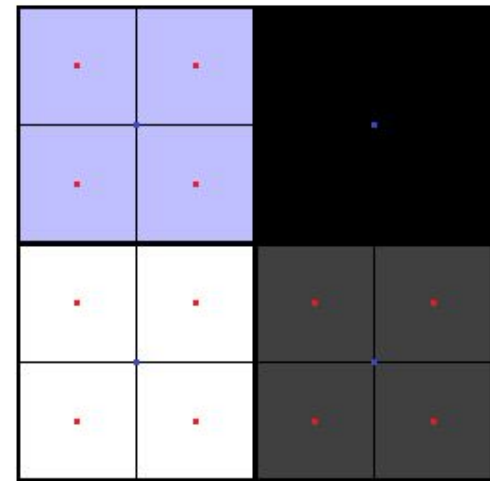
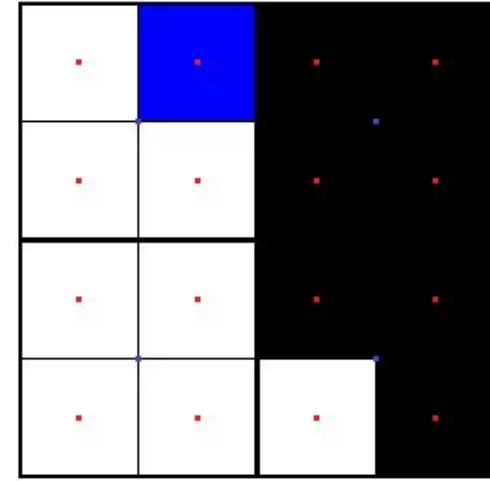
Multisample Anti-Aliasing (MSAA)



Before
rasterization



No AA



MSAA

What do we sacrifice for 4x MSAA?

Memory

- 4x framebuffer memory overhead
- Fragment must store sample info

Performance

- Extra work at rasterization stage
- 4x cost for depth test
- Blending the color at the end
- Caching suffers badly

Time and Effort

- Writing an optimal implementation is challenging

Existing Architecture

- Does not naturally integrate into your rasterizer

And what do we obtain?



4x MSAA



No AA