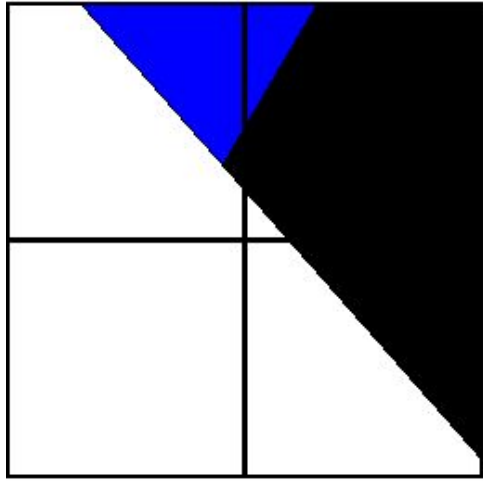
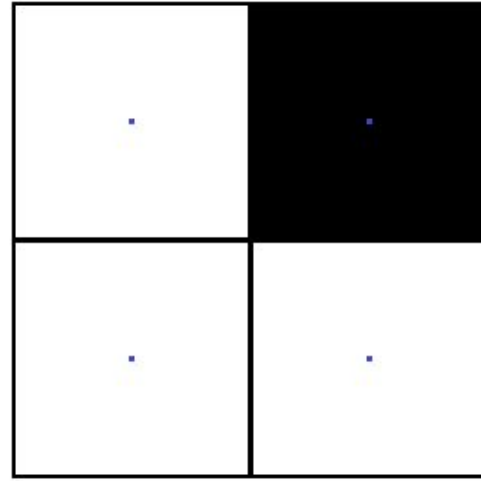




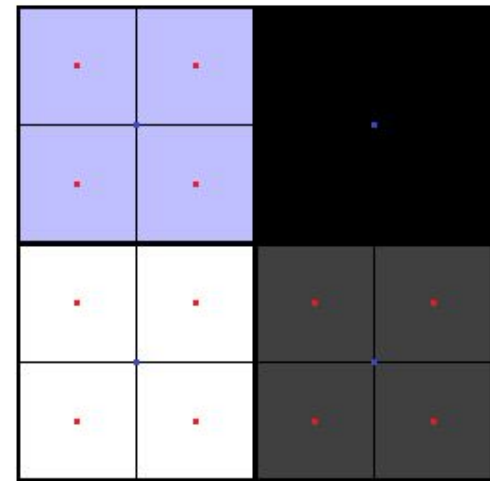
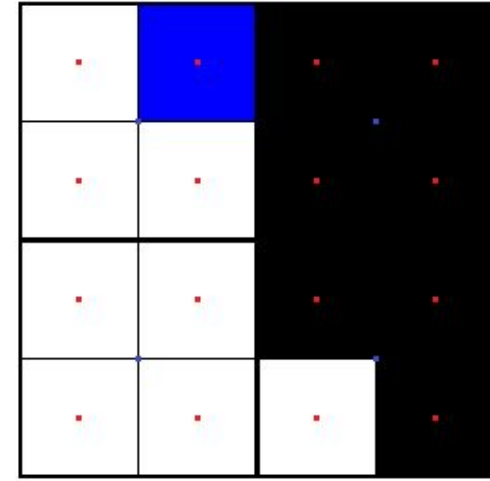
# Multisample Anti-Aliasing (MSAA)



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