

Title (en)

GRAPHICS SYSTEM USING A BLUR FILTER

Title (de)

GRAPHISCHES SYSTEM MIT EINEM VERZERRUNGSFILTER

Title (fr)

SYSTEME GRAPHIQUE UTILISANT UN FILTRE DE FLOU

Publication

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Application

EP 01939080 A 20010515

Priority

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Abstract (en)

[origin: WO0188854A2] A graphics system and method for performing blur effects, including motion blur and depth of field effects, are disclosed. In one embodiment the system comprises a graphics processor, a sample buffer, and a sample-to-pixel calculation unit. The graphics processor is configured to receive a set of three-dimensional (3D) graphics data and render a plurality of samples based on the set of 3D graphics data. The processor is also configured to generate sample tags for the samples, wherein the sample tags are indicative of whether or not the samples are to be blurred. The super-sampled sample buffer is coupled to receive and store the samples from the graphics processor. The sample-to-pixel calculation unit is coupled to receive and filter the samples from the super-sampled sample buffer to generate output pixels.

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G06T 15/50

IPC 8 full level

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Citation (search report)

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