Graphic Options

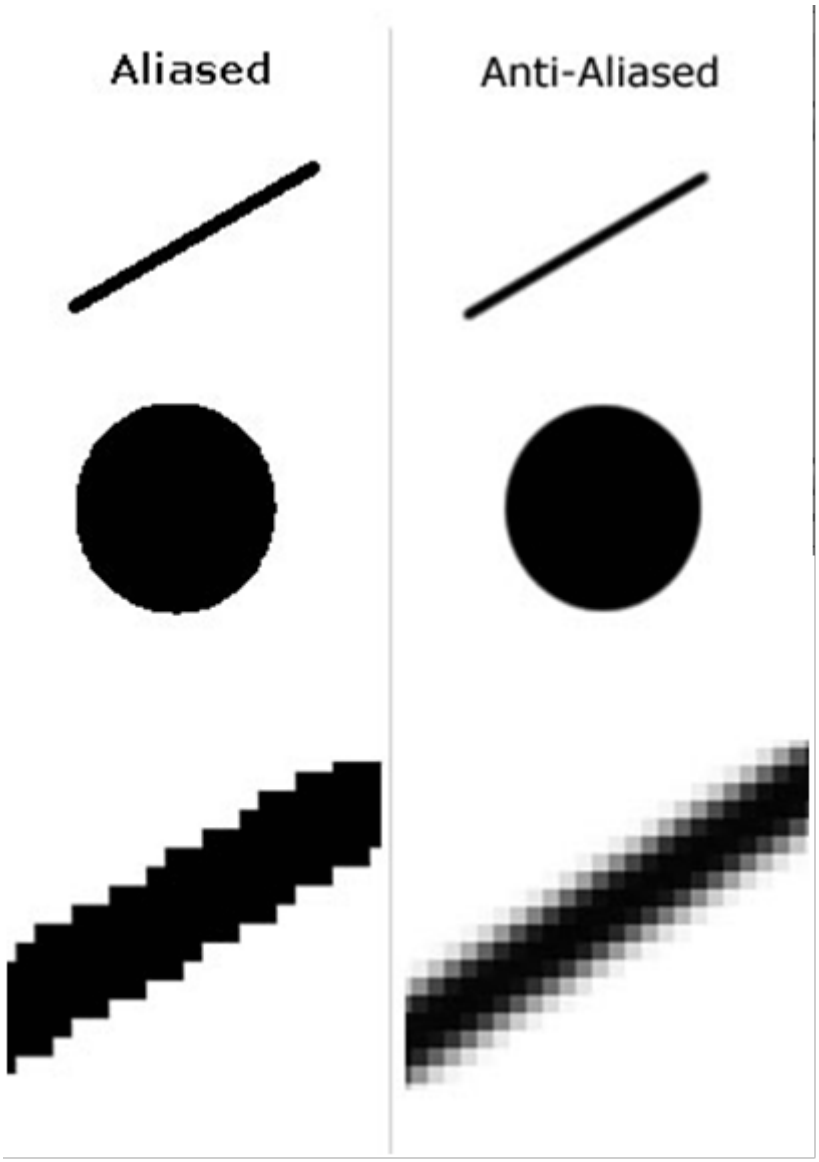
- Anti-Aliasing
- False Color Mipmap

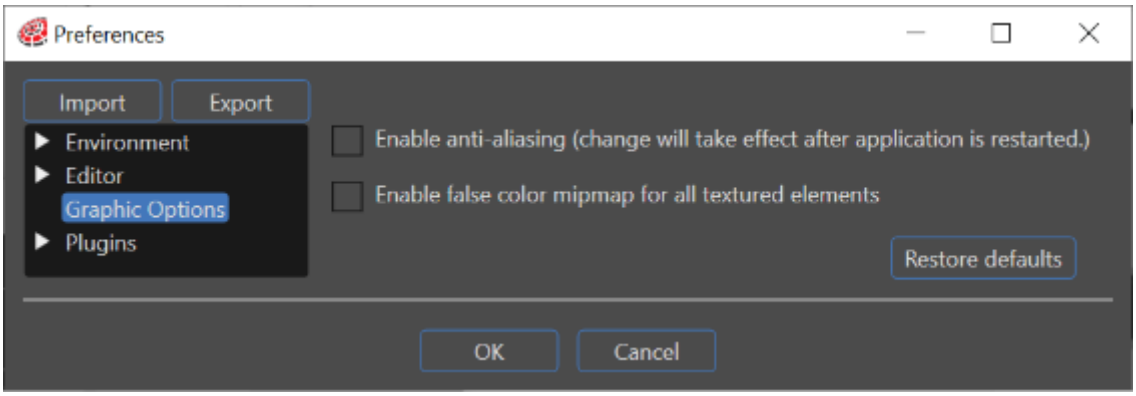
Anti-Aliasing

Enable anti-aliasing

Enables anti-aliasing effect.

Anti Aliasing is a technique of adjusting pixel positions or setting pixel intensities so that there is a more gradual transition between the color of a line and the background color in order to give a smoother appearance of the object. The image bellow illustrates the Antialiasing effect on an object.





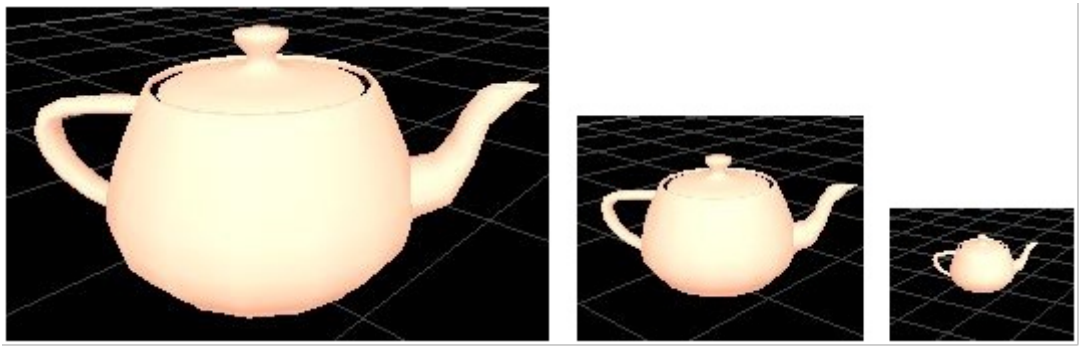
The changing of the anti aliasing will only take effect after the application is restarted.

False Color Mipmap

Enable false color mipmap for all textured elements

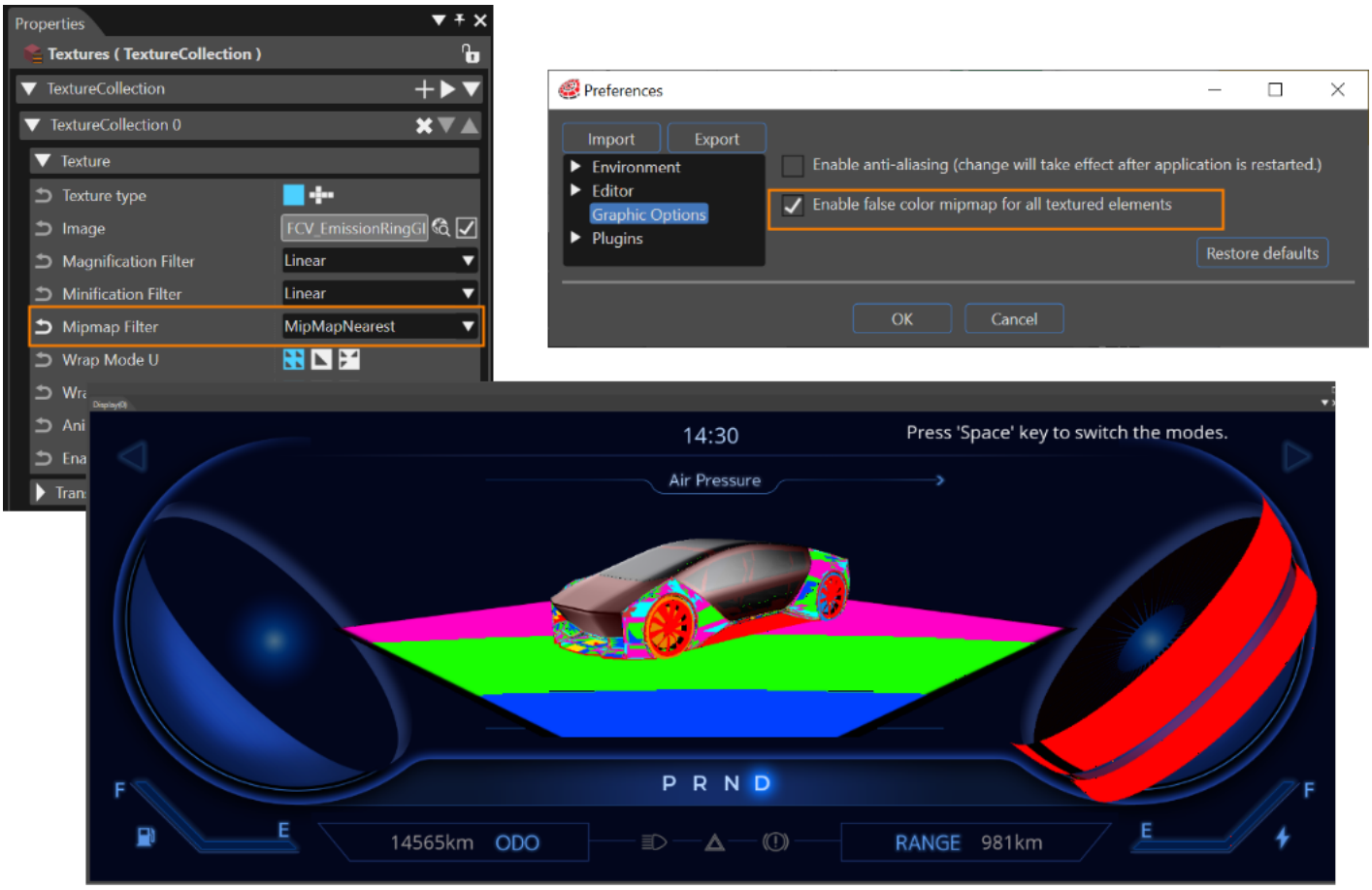
Enables the False Color MipMap feature.

Mipmapping is a texturing technique for reducing artifacts caused by mapping a large texture onto a small area in screen space. It is accomplished by creating pre-downsized versions of the texture. A mipmap level is a single downsized version of the original texture, at some resolution.



In the false-color mipmap technique each mip level has a different contrasting color. This can be seen in the image bellow:

The textures of the ground surface and the car's exterior are configured with Mipmap Filter "MipMapNearest". "False color mipmap" is enabled in the Preferences window. False color mapmap visualizes different mipmap levels by different colors in Scene Editor panel as well as in the display view.


Properties
Textures (TextureCollection)
TextureCollection
TextureCollection 0
Texture
Texture type
Image
FCV_EmissionRingGl
Magnification Filter
Linear
Minification Filter
Linear
Mipmap Filter
MipMapNearest
Wrap Mode U
Preferences
Import
Export
Environment
Editor
Graphic Options
Plugins
Enable anti-aliasing (change will take effect after application is restarted.)
Enable false color mipmap for all textured elements
Restore defaults
OK
Cancel
14:30
Press 'Space' key to switch the modes.
Air Pressure
P R N D
F
E
14565km ODO
RANGE 981km