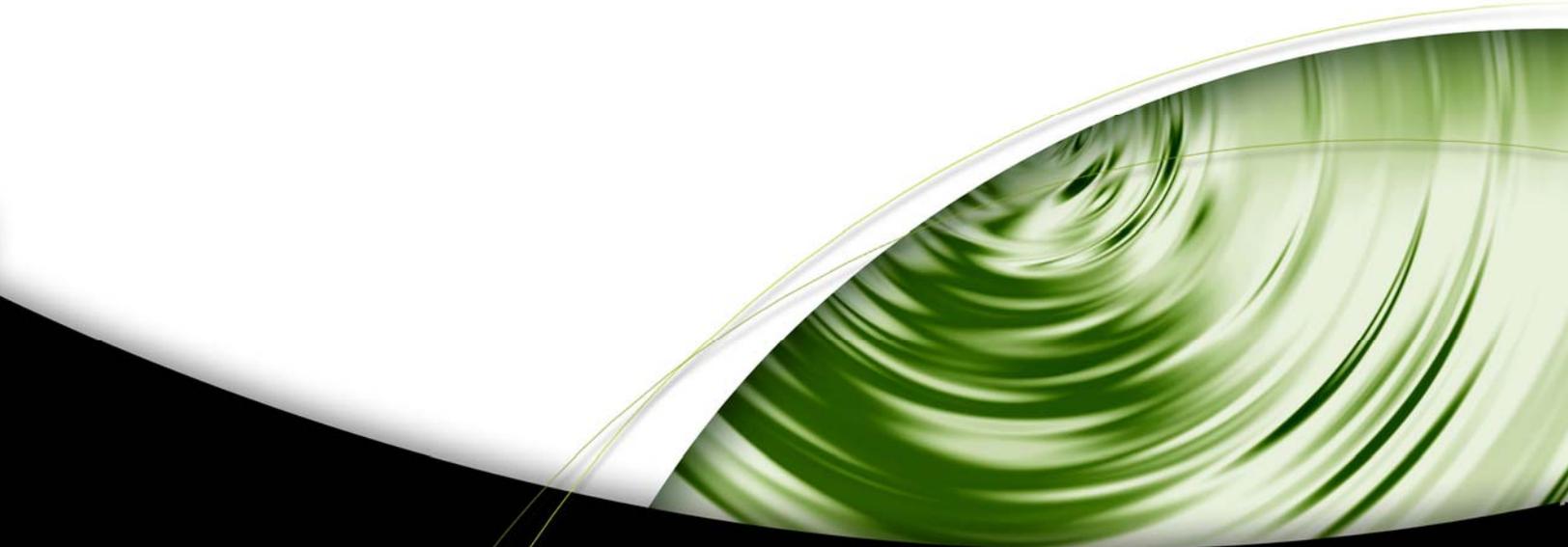




User Guide

Anisotropic Decimation



DEVELOPMENT

A decorative graphic consisting of a green, wavy, circular pattern that appears to be a cross-section of a sphere or a lens, located in the bottom right quadrant of the page.

What Is This?

This code sample shows off the performance of a variety of techniques for performing decimation filters. Specifically, it rescales an image from 1600x1200 to 256x256, in one of three possible ways:

1. Single bilinear sample
2. 4 bilinear samples averaged in a pixel shader
3. 2-pass anisotropic filtering

Using this Sample

Table 1. Keyboard Commands

Key	Description
H	Hide/Show UI
F3	Toggle Ref
F2	Change Device
Alt + Enter	Toggle Full screen mode
Esc	Exit



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