# Video Rendering

## 1 Abstract

Video rendering, the process of generating device-dependent pixel data from device-independent sampled image data, is key to image quality. System components include scaling, color adjustment, quantization, and color space conversion. This paper emphasizes methods that yield high image quality, are fast, and yet are simple and inexpensive to implement. Particular attention is placed on the derivation and analysis of new multilevel dithering schemes. While permitting smaller frame buffers, dithering also provides faster transport of the processed image to the display-a key benefit for the massive pixel rates associated with full-motion video.

NOTE

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