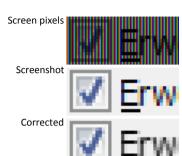
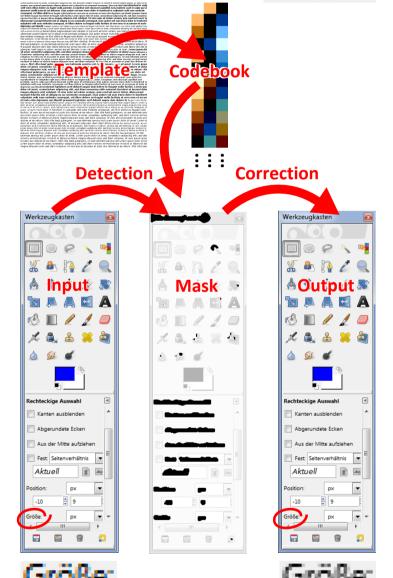
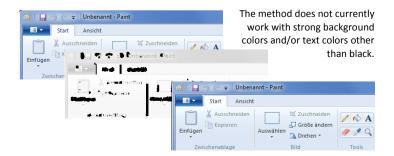
Undoing Subpixel Rendering for Better Screenshots

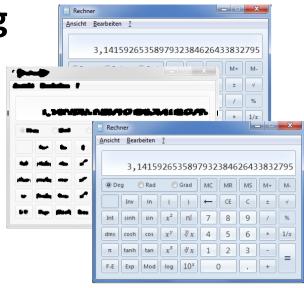
Jörn Loviscach joern.loviscach@fh-bielefeld.de Fachhochschule Bielefeld (University of Applied Sciences)

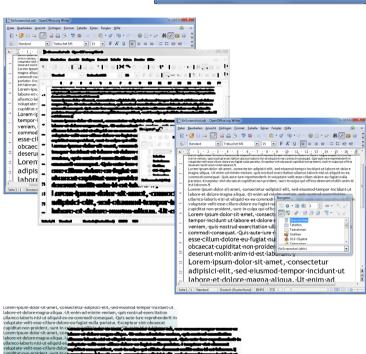
Most texts on color displays are rendered leveraging the geometric distribution of the red, green, and blue subpixels to enhance the horizontal resolution. A regular screenshot, however, does not capture the geometric arrangement of the subpixels. If not corrected, this mismatch leads to color seams when magnifying a screenshot or when printing it.

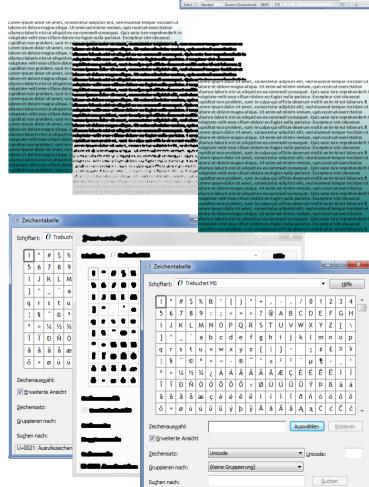












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