Cemu - Feature requests #69

Sharp-Bilinear as an upscale filter option.

05/20/2019 03:29 AM - HeliosMagi

Status:	New	**Start date:**	05/20/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

Sharp-Bilinear is a variant of Bilinear that provides the bare minimum amount of blur to the edge of pixels to make all pixels appear uniform in size and shape regardless of whether you're using an integer scale or not. For example scaling 720p assets to 1080p using Sharp-Bilinear would produce results sharper than Bilinear without the inconsistent pixel sizing of nearest neighbor.
For info and pictures here: https://github.com/rsn8887/Sharp-Bilinear-Shaders

History

#1 - 07/03/2019 11:55 PM - Zalnor

- Category changed from Graphic to UI

#2 - 07/03/2019 11:55 PM - Zalnor

- Category changed from UI to Graphic