

A Novel Halftoning Technique;

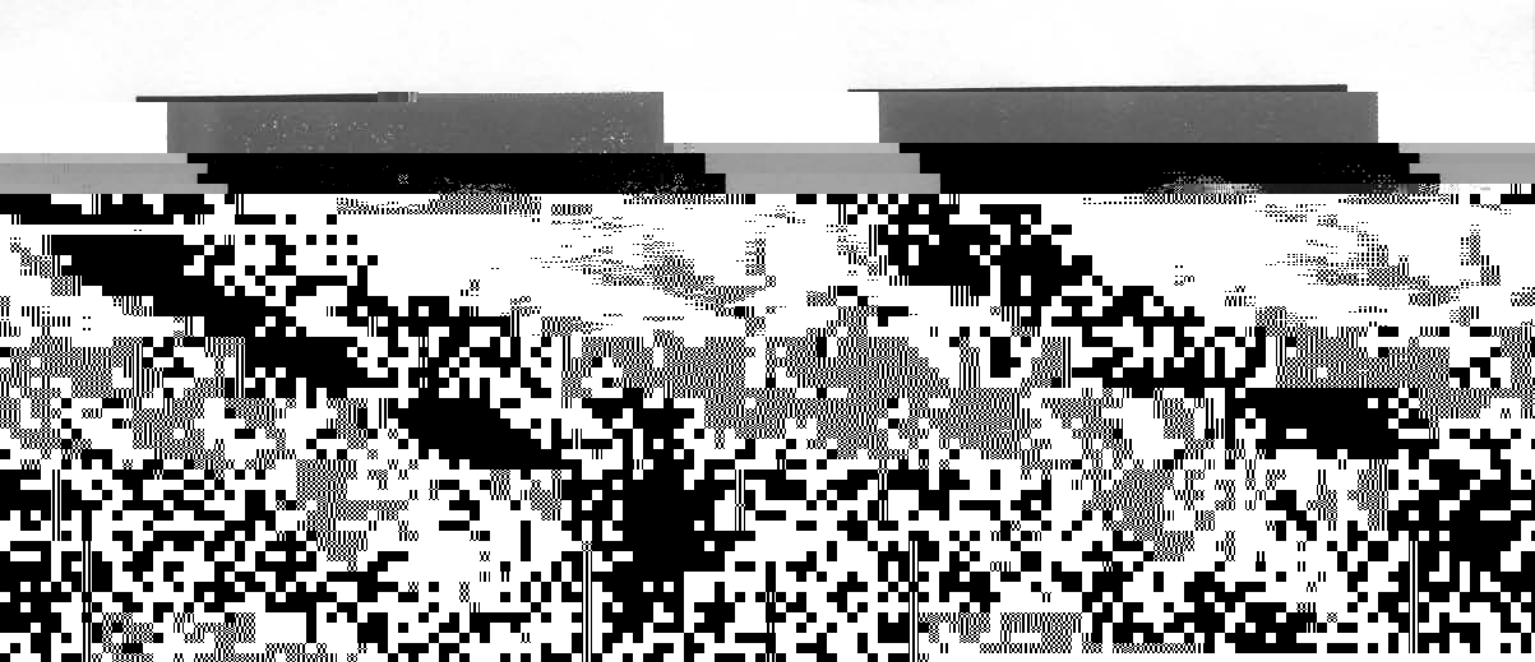
trade-off in all halftoning processes is between achieving gray scale rendition and also maintaining edge and generally

Thus for a B-bit image $f(i,j)$, the blue noise mask array $m(i,j)$ is a B-bit array such that, when thresholded against $f(i,j)$, up to 2^B levels of varying distribution of black and white dots can be represented on a rectangular grid. The binary pattern that results after thresholding the blue noise mask at a

2.2 Blue Noise

The dot profiles for every level are designed to be locally aperiodic and isotropic binary patterns with small low frequency components, which in the halftoning literature are

contain a zero and have an error higher than the defined limit:



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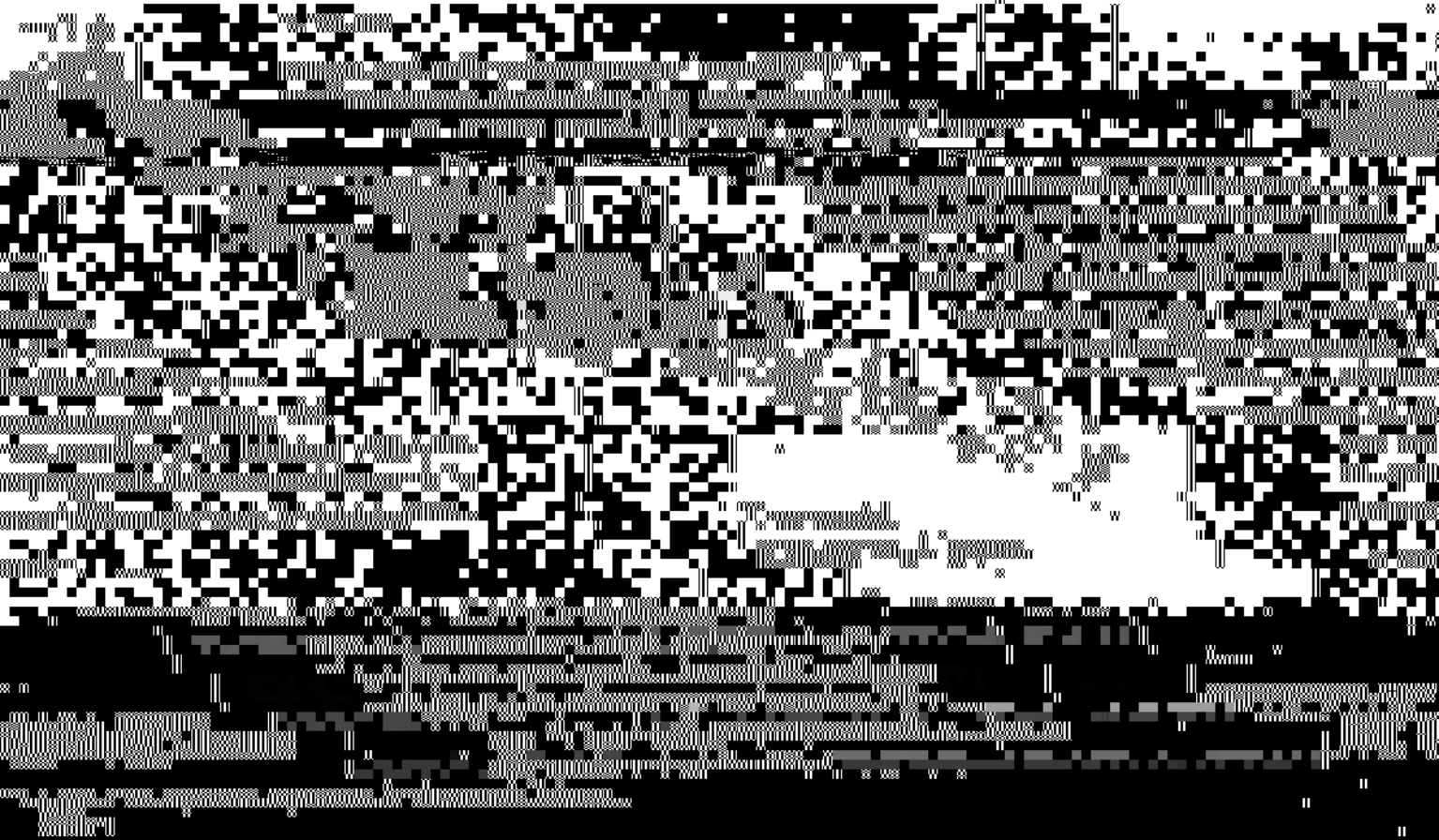
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