

# Half Toning

Render a continuous tone image, through a binary device.

*Error Diffusion*

1  $\Rightarrow$  1,0  
 $\Downarrow$  0,1  $\text{Pr} = 1/2$



# Floyd Steinberg

16 → 7  
3 ← 5 → 1

# Random Diffusion



# ***Serpentine Traversal***



***QED***

***Blue  
Noise***

***FS***

***White Noise***

***Random  
Diffusion***