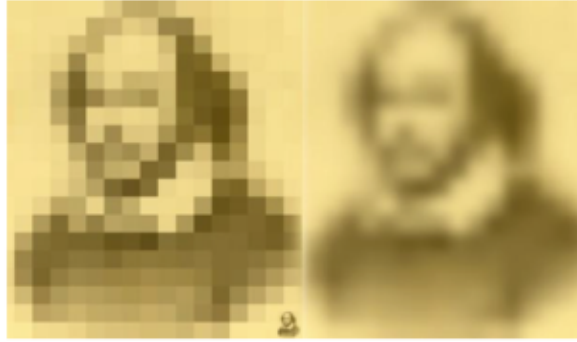




Quantization is the process of converting a continuous range of values into a finite range of discrete values. So anyone familiar with Christer's attempt to make a scalable client can see how doing that will make our lil' pixel characters all fuzzy when they are zoomed in.

A less clear set of pixels viewed farther away will appear to be clearer because you are not seeing the distinction and your brain fills in what you don't see clearly, which makes it easier to process. You need more resolution the closer you get to what you are looking at, but the further your view you need less resolution and more distinction.

Taking that range of values and putting further and further distinction on them is creating contrast.

