(a) Magnified to show individual pixels as seen on screen.

(b) Desired outline (pixel grid) and desired geometry (feature locus, sub-pixel size). Render on screen to achieve pixel-level display.

(c) Default anti-aliasing vs. force displayed locus size. Default anti-aliasing with size ≥ 0.25 pixels for more true-to-life display of data values, or size ≥ 1.0 pixels for easier reading at low magnification.