
AA Draw

Release 1.0.0

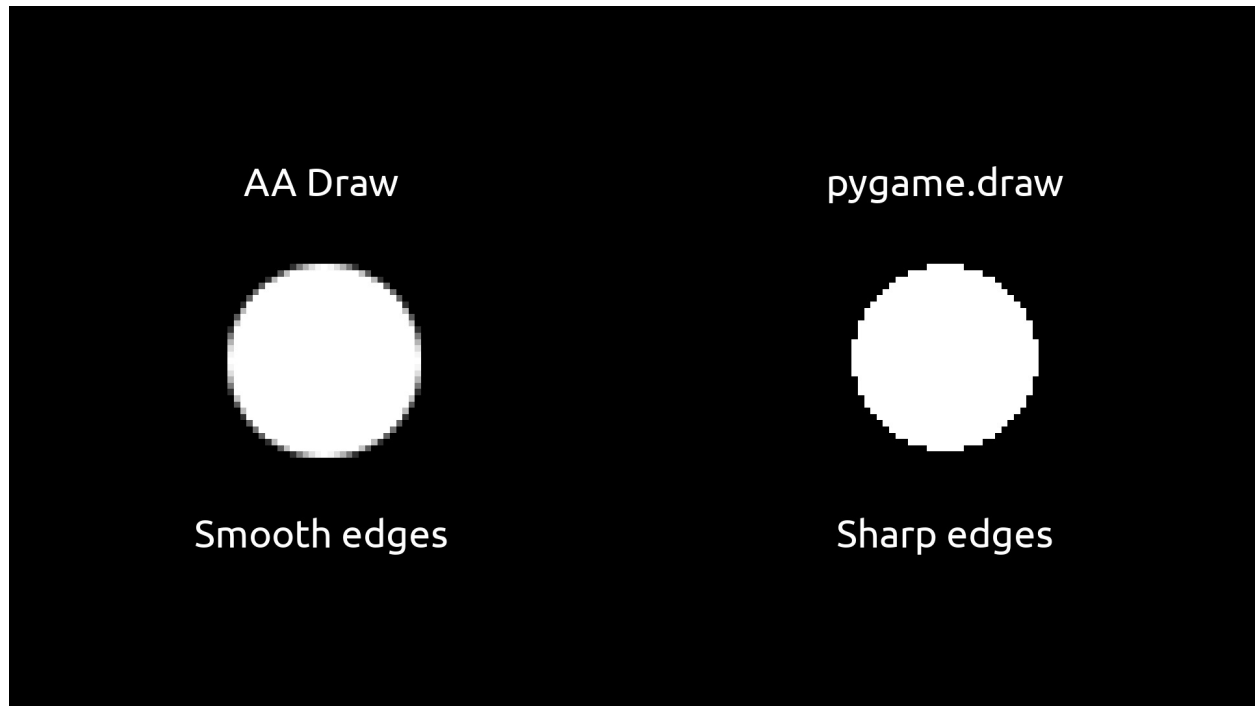
Patrick Huang

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Antialiased graphics drawing for Pygame.



WHAT IS ANTIALIASING?

Antialiasing is smoothing the edges in graphical drawing. This is done by gradually mixing the drawing color with the background color, as shown in the image above.

Pygame's drawing functions do not have antialiasing implemented, so the resulting shapes will look jagged and rough. AA Draw has antialiasing, so the shapes look smooth, as shown above.

AA Draw is designed to be as similar as possible to Pygame, so you can easily switch between using AA Draw and Pygame draw.

1.1 Installation

1.1.1 Python Package

All releases are published on PyPI. You can install AA Draw with Pip:

```
pip install aadraw
```

1.1.2 Requirements

You will need Python3 and Pygame, a graphics module. You can install pygame with `pip install pygame`

1.2 Using AA Draw

AA Draw is designed to be very similar to Pygame, so your code can be easily reused.

Below, you can find documentation for each draw function currently available.

1.2.1 `aadraw.circle()`

params `circle(surface, color, loc, radius, border)`

param surface The Pygame surface to draw on.

param color RGB or RGBA color of the circle.

param loc (x, y) location of the center.

param border Border thickness in pixels. Extends inwards.

return None

Draws an antialiased circle.

1.2.2 aadraw.rect()

```
params rect(surface, color, dims, border, border_radius,  
            border_top_left_radius, border_top_right_radius,  
            border_bottom_left_radius, border_bottom_right_radius)
```

param surface The Pygame surface to draw on.

param color RGB or RGBA color of the circle.

param dims (x, y, w, h) dimensions of the rectangle.

param border Border thickness in pixels. Extends inwards.

param border_radius Rounding radius for each corner.

param border_top_left_radius Radius of corresponding corner.

param border_top_right_radius Radius of corresponding corner.

param border_bottom_left_radius Radius of corresponding corner.

param border_bottom_right_radius Radius of corresponding corner.

1.3 Support

Please open an [issue](#) on GitHub for support. Keep in mind that everyone can see the issue you post.

You can also fork and make a pull request if you would like to contribute.