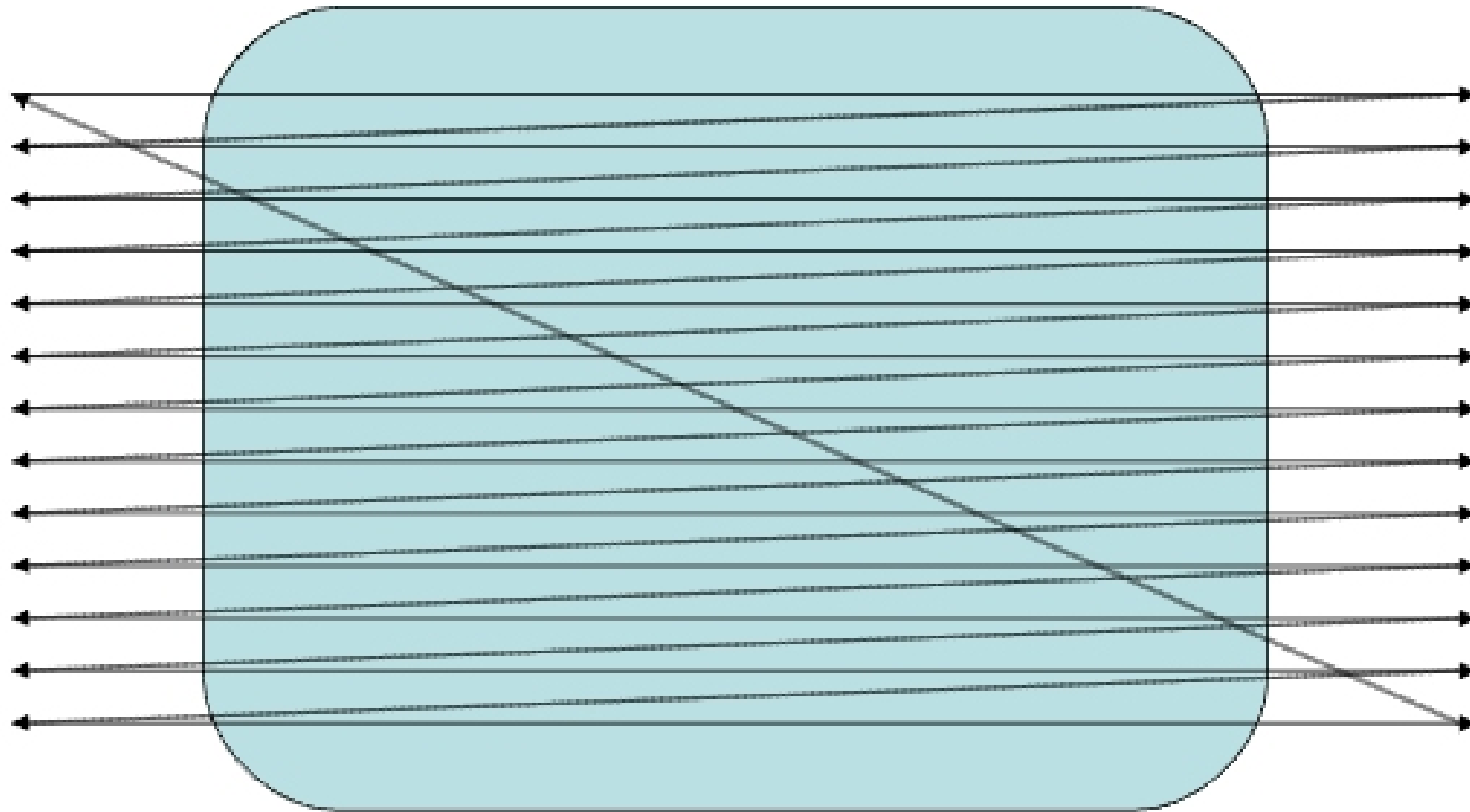


Vertical Retrace Interval

An introduction to VGA techniques
for smooth graphics animation

The CRT Display



Screen's image consists of horizontal scanlines, drawn in top-down order, and redrawn about 60-70 times per second (depending on display mode).

Image “persistence”

- The impression of a steady screen image is purely a mental illusion of the viewer's
- The pixels are drawn on the CRT screen too rapidly for the human eye to follow
- And the screen phosphor degrades slowly
- So the brain blends a rapid succession of discrete images into a continuous motion
- So-called ‘motion pictures’ are based on these phenomena, too (30 frames/second)