

GNOME Work Is Underway For Sharper Background Images

By *Roy Schestowitz*

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Canonical's Daniel Van Vugt continues working on a variety of interesting performance optimizations for upstream GNOME as well as other usability enhancements for this desktop environment. One of the latest items being tackled is improving the quality of background images on GNOME.

Long story short, for where the background/wallpaper image is larger than the desktop resolution, OpenGL is used for downscaling the image. But the existing means of downscaling could lead to blurry images or just not as sharp as possible images. But now with patches pending, the mipmap level is being limited to still downscale with OpenGL but to have the maximum sharpness possible for the display.

[2]

[GNOME](#)

Source URL: <http://www.tuxmachines.org/node/133152>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] https://www.phoronix.com/scan.php?page=news_item&px=GNOME-Sharper-Backgrounds