

Fig. 1. Block diagram of the POCS algorithm used in the first stage of halftone production.

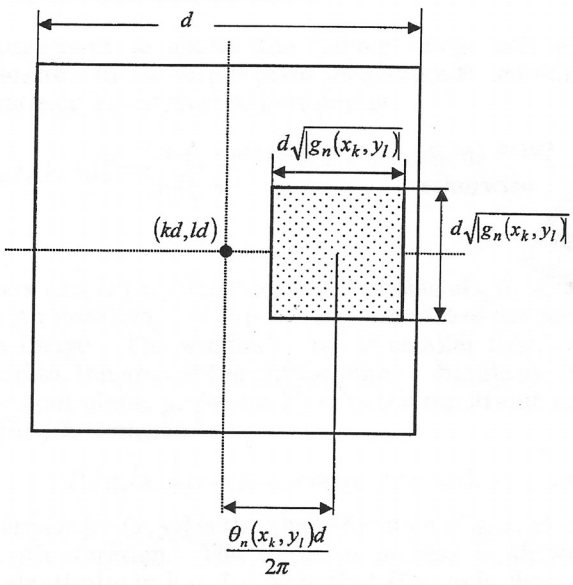


Fig. 2. Schematic of a single cell from an entire halftone picture.

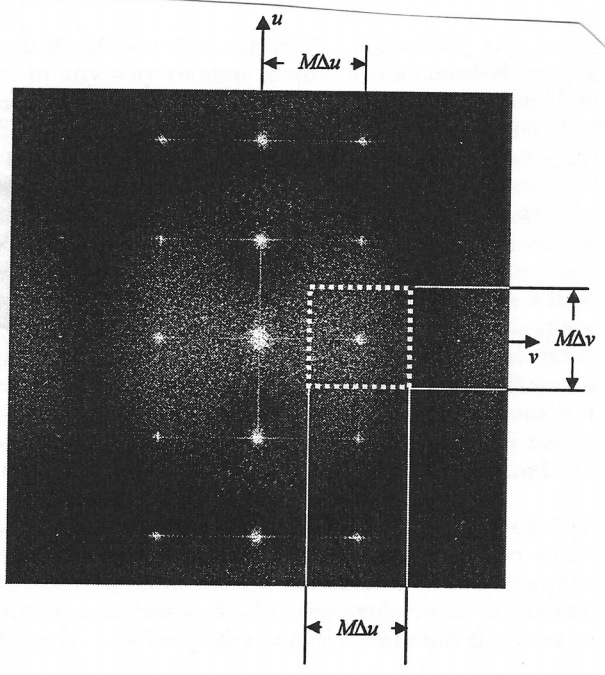


Fig. 3. Spatial spectrum of a typical halftone picture. The area surrounded by the white square is the region that is multiplied by the filter.