a) attribute cells (white)

Attribute Clash refers to the artifacts caused by the constraints in attribute cells when attempting to depict more information than possible.

In this example, each 8×4 attribute cell can only display two different colors.

That makes it impossible for intersecting lines crossing within a single attribute cell to keep their individual color: their color attributes clash.

Any time more than one object or different shades are supposed to go inside one cell, attribute clash will cause discoloration under these constraints.

further reading:

  * W [Attribute Clash](#)

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