

Title (en)

RENDERING 3-D SCENES IN COMPUTER GRAPHICS

Title (de)

3-D-SZENENWIEDERGABE IN RECHNERGRAPHIK

Title (fr)

RESTITUTION DE SCENES TRIDIMENSIONNELLES DANS L'INFOGRAPHIE

Publication

EP 0753181 A1 19970115 (EN)

Application

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Abstract (en)

[origin: WO9527263A1] A method of rendering a 2-D image includes the steps of analysingsurfaces facing a viewing direction into scanline sequences which represent continuous surfaces, checking depth values of those surfaces relative to a viewing position and discarding without rendering those objects or surfaces lying behind a foremost surface. This has the effect of extending the scanline algorithm to reduce the amount of work managing and processing lists of faces by exploiting the fact that most 3-D scenes are constructed from continuous surfaces made up of adjoining faces.

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