

























## Bounding Objects Operations with objects are expensive! Can we do a quick test with an approximation of the object? Answer: yes! Technique - approximation through "bounding olumes" or "extents" avoid unnecessary clipping avoid unnecessary comparisons between objects or their projections











































































## Scan-line Z-Buffer/A-Buffer

- Combines scan-line algorithm with z-buffer/a-buffer
- instead of storing an entire z-buffer what if we store only 1 scanline at a time to save memory?
- Resolve visibility using z-buffer algorithm
- How does the algorithm have to change?

## Properties:

- less memory so allows implementation for very high screen resolution
- good use of edge coherence
- flexible for anti-aliasing (a-buffer)
- not as easy as regular z-buffer to add more primitives

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