

Scene Graph Representation

Geometric Objects, Graphics Attributes,
Environment Attributes



Preprocessing

Simplification, Attribute Collecting



Intermediate Representation

Polyhedra, Context Information



Visibility Processing

Culling, Transformation, Hidden Surface Removal
based on extended Weiler-Atherton Algorithm



Abstract Image Representation

Image Patches, Image Patch Attributes,
Image Patch Renderers



Non-Photorealistic Rendering

Object-Based Techniques
Image-Based Techniques



Concrete Image Representation

Output-Device / Frame Buffer

view
change

technique
change

style
change

