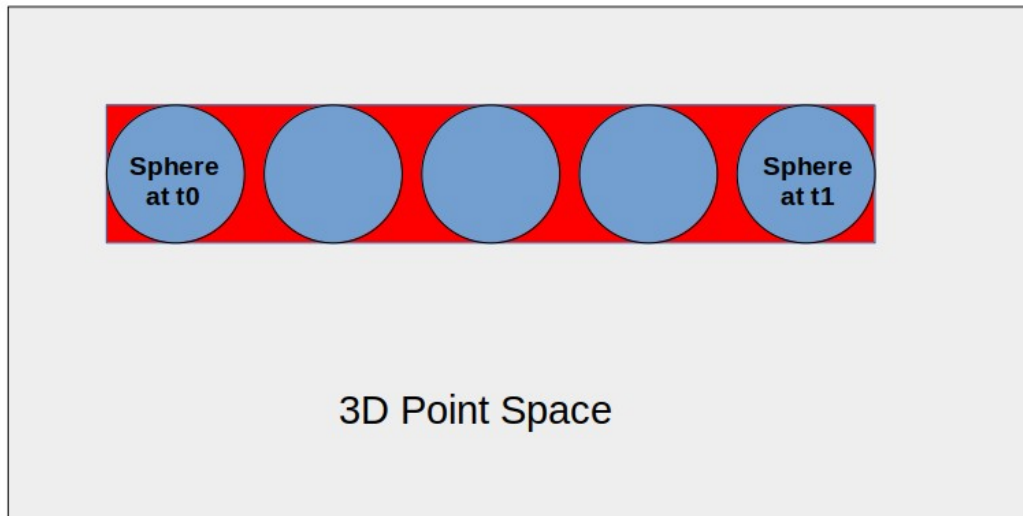


Problems with Discrete Stepping (Delta T)

Discrete Stepping of Sphere can be used to check points whether they lie in Sphere at discrete step or not. This method has problems such as:-

1. If Discrete Steps are large (ΔT greater), Points that even though exists in path of sphere can be missed:



2. If Discrete Steps are small (ΔT small), the whole process would be slow and also would redundant checks for same pixels:

