Algorithm for Hidden surface removal

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LowerTangent(H_A,H_B):
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Let a be the rightmost point of H_A
Let b be the leftmost point of H_B
while *ab is not lower tangent for H_A and H_B* **do**
  while *ab is not a lower tangent to H_A* **do**
  | $a = a - 1$ (move a clockwise)
  end
  while *ab is not a lower tangent to H_B* **do**
  | $b = b + 1$ (move b counterclockwise)
  end
end
return *tangent*

```
ConvexHull(P):
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1. $|P| \leq 3$, then compute convexhull by bruteforce in $O(1)$ and return
2. Otherwise, partition the pointset P into two sets A and B, where A consists of half of the points with lowest x-coordinates and B consists of half of the points with highest x-coordinates
3. Recursively compute H_A = ConvexHull(A) and H_B = ConvexHull(B)
4. Merge the two hulls into common convex hull, H, by computing the upper and lower tangents of H_A and H_B and discarding all the points lying between these two tangents

return *convexHull*

```
Hidden-Surface-Removal(L):
```
1. L^* := dual of lines L
2. Compute the LowerHull $LH(L^*)$ from ConvexHull(L^*)
3. Traverse the chain from left to right, output the dual of vertices to Result

return *Result*