

Hidden Surface Removal

- consider a cube as an example.
- when we look at a cube that has opaque sides, depending on its orientation we see only one, two or 3 front facing sides.
- we see only these faces becoz they block the perspective from reaching any other surfaces.
- from the perspective of computer graphics some algos that either remove those surfaces that should not be visible to the viewer. — called Hidden-Surface Removal algos.
- OR to find which surfaces are visible called Visible Surface algos.
- There are several algos associated with it.
- Hidden surface algos can be divided into two broad classes.
 - 1) Object space algos
 - 2) Image space algos.

Object space algos:

- attempt to order the surfaces of the objects in the scene such that rendering surfaces in a particular order provides the correct image.

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Q9:- consider a cube

- If we render the back facing surface 1st, we could project over them with the front surfaces.
- which would produce the correct image.
- but this algo does not work well with the pipeline with in an arbitrary order.
- Rendering requires proper order.

Image space algo's