

	Seed-fill	Scan Conversion	Our a
Input data	scanned/math defined	math defined	scanne
Implementation	naïve recursive: simple	complex	
Modelling space	screen space	object space	so
Boundary modelling	points/polygons	polygons	
Algorithm	integer/floating point	floating point	
Applications areas	image processing CG painting systems	computer graphics	comput ima
Additional memory	very large stack	small/large stack	no
Hard/software design	unsuitable hardware	suitable hard/software	suitabl
Device dependency	requires GetPixelValue	device independent	devic
Theoretical background	simple	simple	relat
Robustness	to be more robust	most algorithms fail	
Efficiency	relatively slow	most are fast	re