|  |  |
| --- | --- |
| **Object Space Methods (OSM)** | **Image Space Methods (ISM)** |
| The Object-space method is implemented in physical coordinate system. | Image-space method is implemented in screen coordinate system. |
| It compares the objects and the parts of objects to eah other within the scene definition to determine which surfaces, as a whole, we should label as visible. | Visibility is decided point by point at each pixel position on the projection plane. |
| Not much used. Object-space methods are generally used in line-display algorithms | Mostly used in visible surface detection. |
| This model defines the object with real world dimensions and volumes. | This model defines the object with dimensions of the image, created to be displayed on the display device. |
| Object space algorithms are less efficient than image space algorithms. | Image space algorithms are more efficient than object space algorithms. |
|  |  |