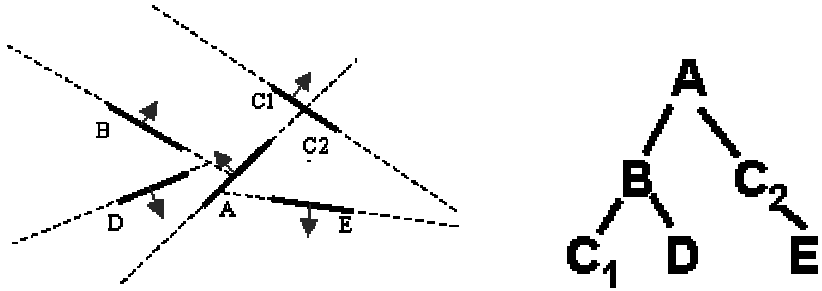


CSC418 Computer Graphics

- BSP tree
- Z-Buffer
- A-buffer
- Scanline

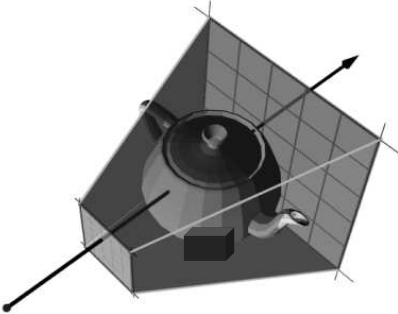


BSP tree

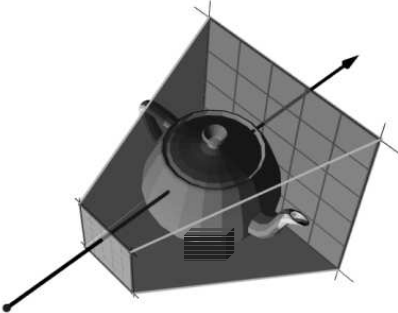


Visibility Problem

- Z-Buffer
- Scanline

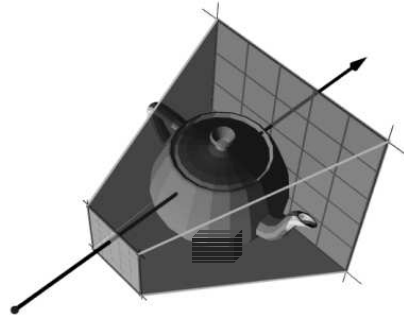


Visibility Problem

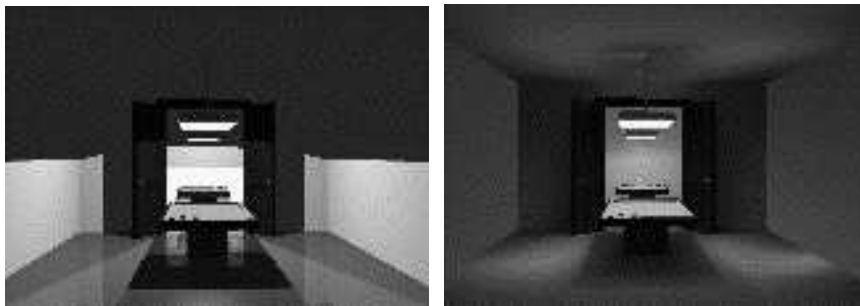


Visibility Problem

- A-buffer



Illumination



Illumination

<http://www.siggraph.org/education/materials/HyperGraph/illum/illum0.htm>