

Lecture 7: Hidden Surface Removal – Review Questions

- Explain the z-buffer algorithm, giving a small example
- Explain the painters algorithm
- Know how to build the following spatial data structures to store a collection of polygons:
 - regular grid,
 - octree,
 - kd-tree,
 - BSP tree.
- For each of these data structures, how do you sort the elements of the data structure to render polygons back to front based on the current eye point?
- What are the advantages and disadvantages of each of these data structures?
- List the pros and cons of the z-buffer algorithm vs. the painters algorithm using BSP trees.