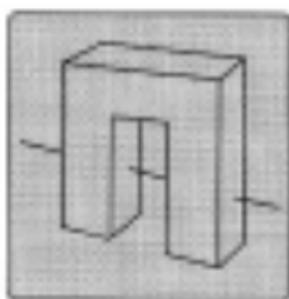
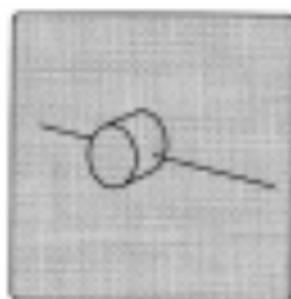


Figura 1. Raio de visão de um pixel.



Left



Right

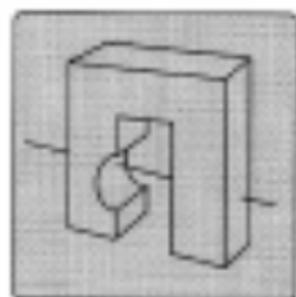
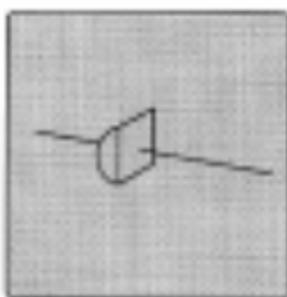
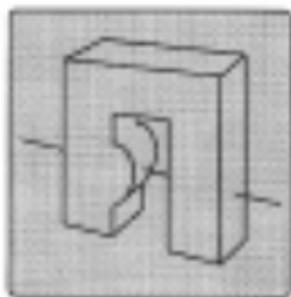


Figura 2. Operações booleanas e traçado de raios.

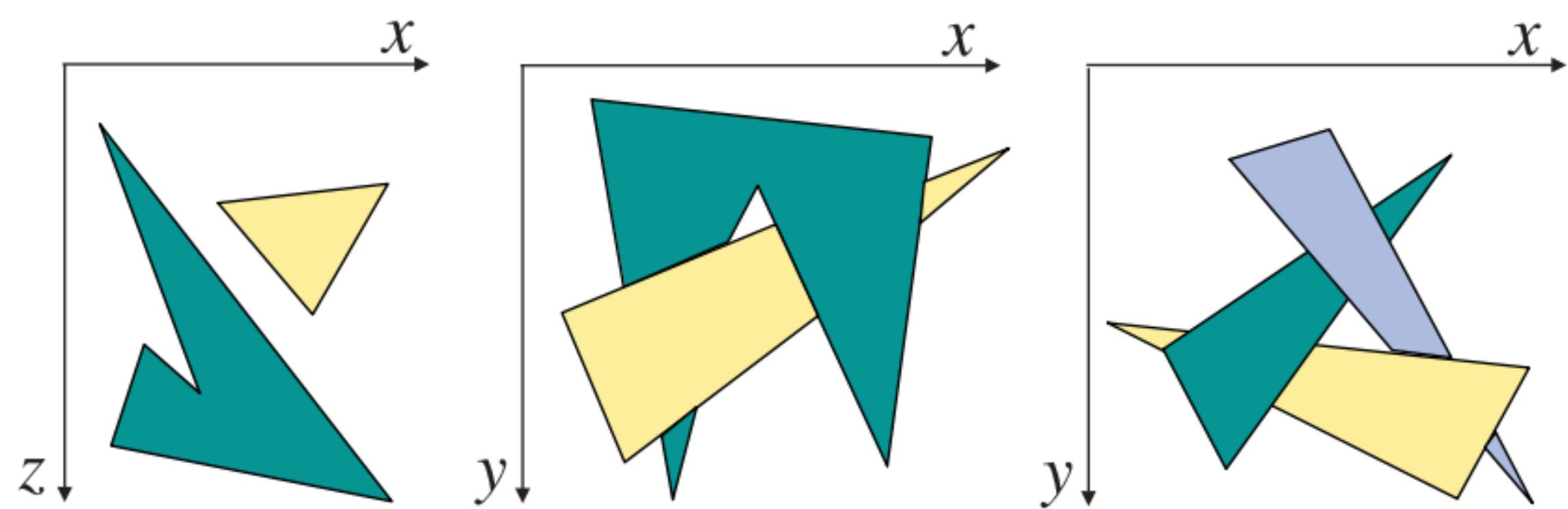


Figura 3. Um ciclo de polígonos.

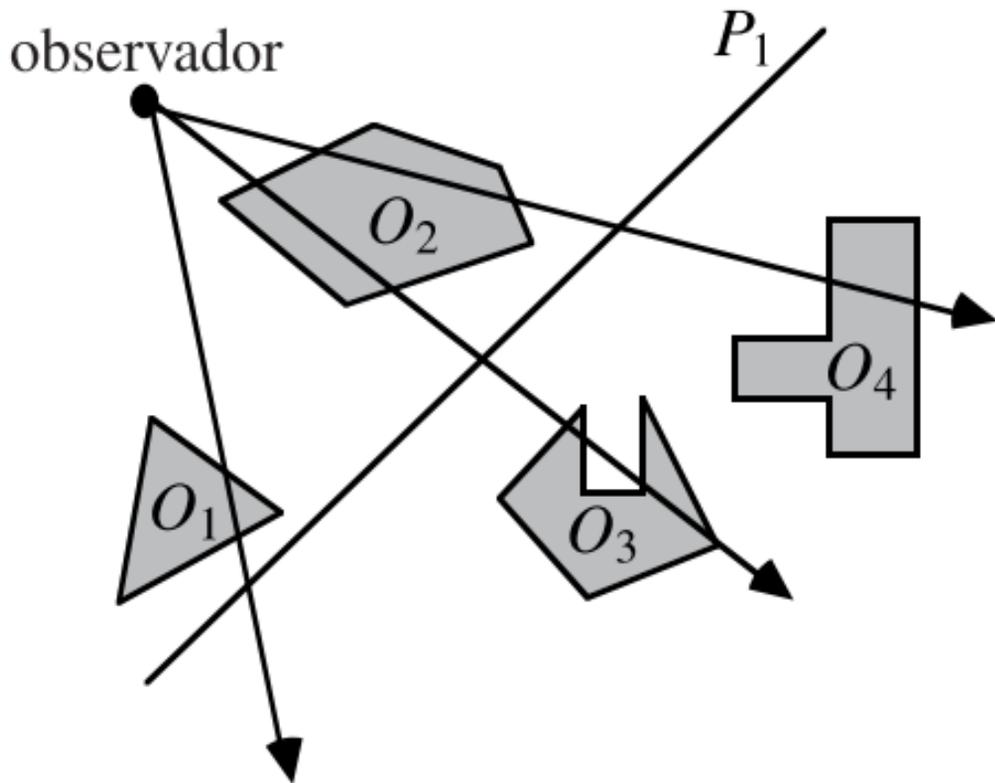
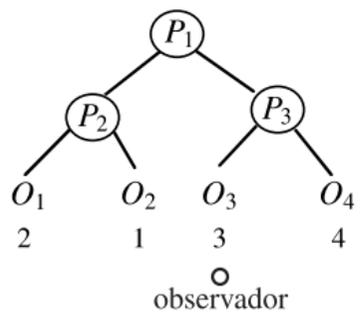
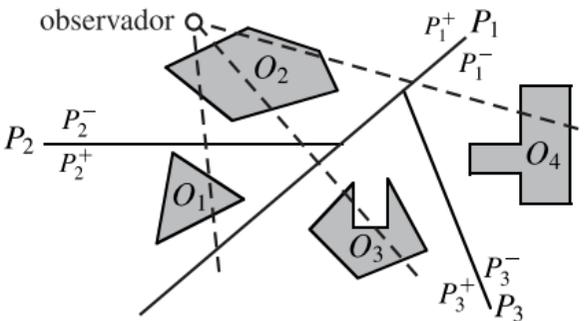
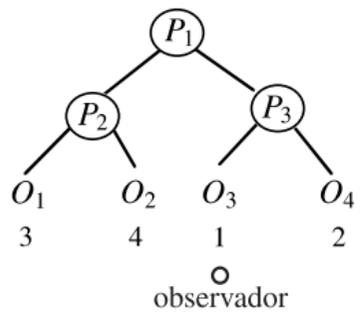
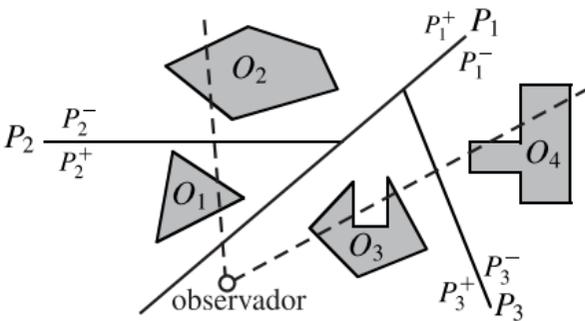


Figura 4. Particionamento do espaço e visibilidade.



(a)



(b)

Figura 5. Visibilidade e BSP-trees.

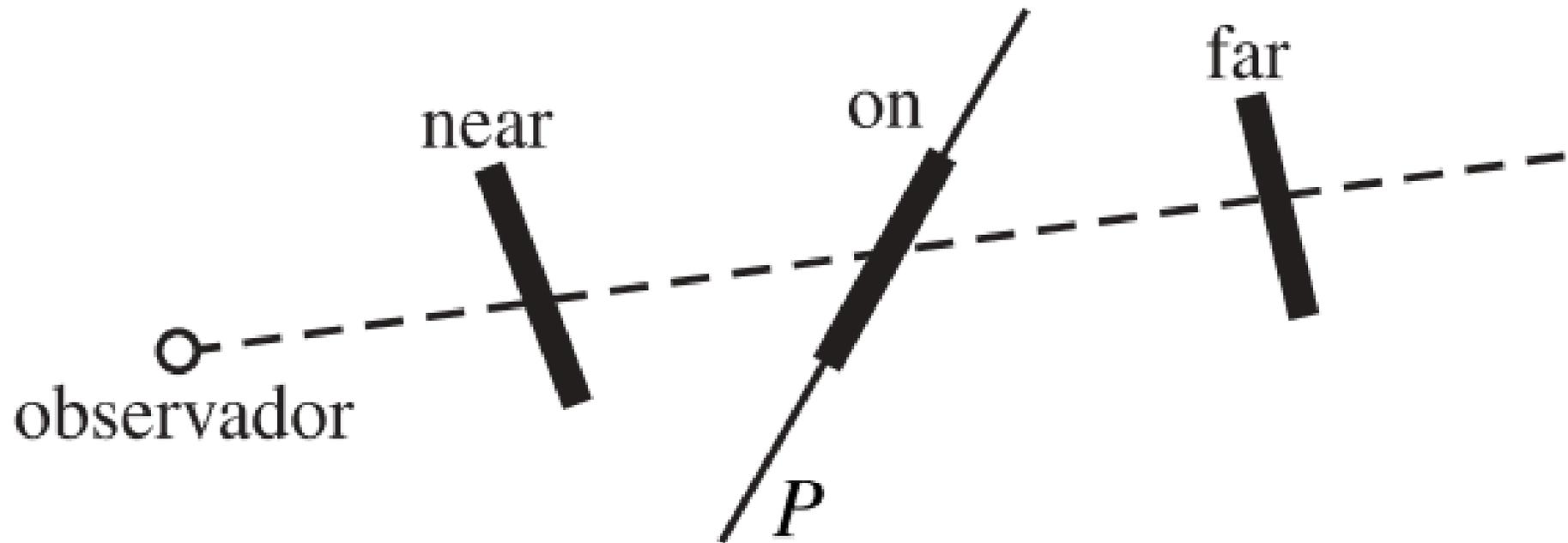


Figura 6. Ordenação e BSP-trees.

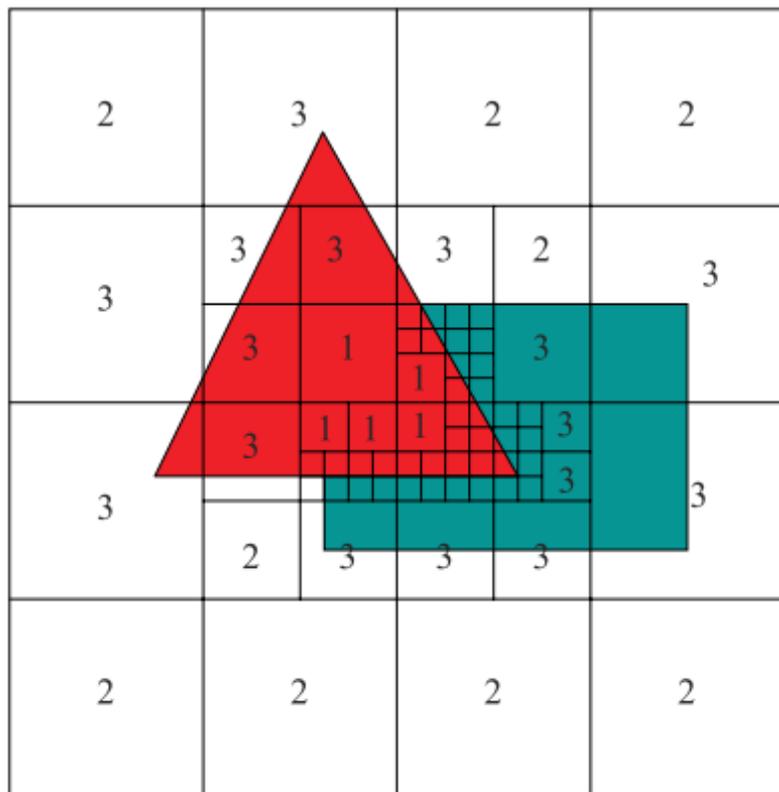


Figura 7. Subdivisão recursiva no algoritmo de Warnock.

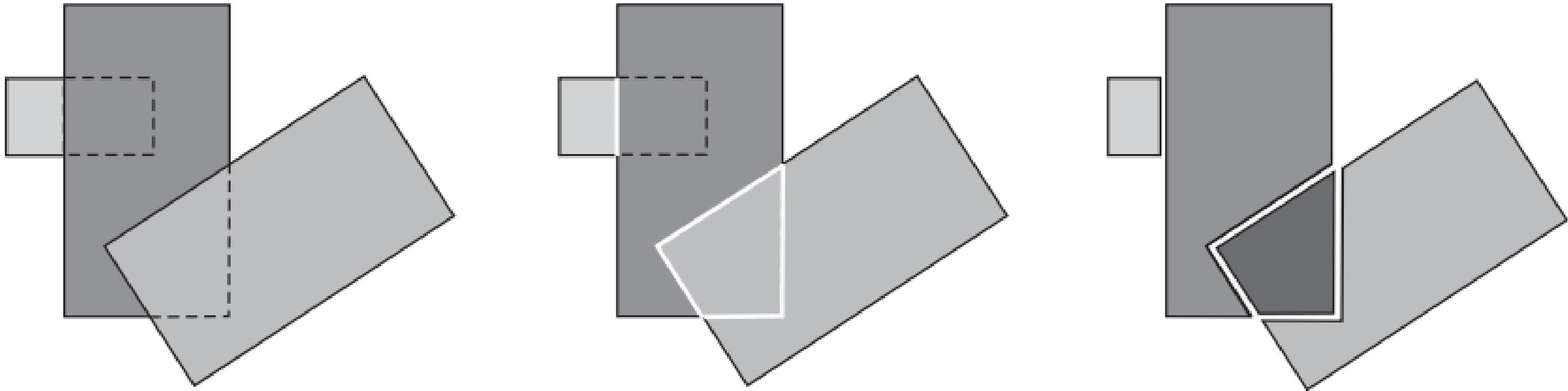


Figura 8. Recorte recursivo.