SYSTEM AND METHOD FOR RENDERING GAME OBJECTS IN A GAME SCENE

ABSTRACT

A system and method for rendering game objects in a game scene are disclosed. The method includes generating the game scene having a view frustum, and obtaining a scene data of the game scene. The scene data comprises a complete list of game objects disposed in the game scene. A three-dimensional space of the game scene is divided into a plurality of grid cells to generate a grid map. The view frustum and each game object in the complete list of game objects are mapped onto the grid map. A pre-cropping process is performed to identify game objects that are at least partially disposed in the view frustum. The identified game objects are added to a cropped list of game objects to be rendered, wherein the cropped list of game objects is a subset of the complete list of game objects.

[Figure 5c]