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(54) Title: BACKFACE CULLING FOR MOTION BLUR AND DEPTH OF FIELD

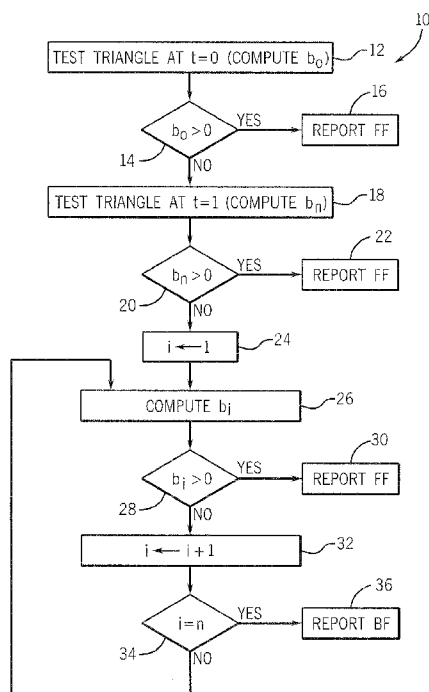


FIG. 1

(57) Abstract: In order to efficiently backface cull rendering primitives during computer graphics rendering, it is important to be sure that the rendering primitives to be culled are guaranteed to be backfacing even if the primitives are moving or are undergoing defocus blur. Therefore, we derive conservative tests that determine if a moving and defocused triangle is backfacing over an entire time interval and over the area of a lens. In addition, we present tests for the special cases of only motion blur and only depth of field.



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