



Scene Management

CSE 167, UCSD, Fall 2005

Steve Rotenberg

Scene Management

- The scene management system is responsible for efficiently rendering complex scenes
- We will mainly focus on real time scene management, but many of these techniques are also useful for offline rendering
- The system maintains a world full of objects and determines what gets drawn and in what order
- Some of the primary components include:
 - Scene graph
 - Culling
 - Level of detail (LOD)
 - Draw order
 - Instancing
 - Paging

Layers

- The scene management layer deals primarily with objects
- The rendering layer deals primarily with triangles and graphics state.

