# GAMETOOLS

## ADVANCED TOOLS FOR DEVELOPING HIGHLY REALISTIC COMPUTER GAMES

# REPORT ON VISIBILITY ALGORITHMS

| | |
|---|---|
| Document identifier: | **GameTools-3-D3.2-01-1-0-Report on Visibility Algorithms** |
| Date: | **15/09/2005** |
| Work package: | **WP03: Visibility** |
| Partner(s): | **VUT** |
| Leading Partner: | **VUT** |
| Document status: | **DRAFT** |
| Deliverable identifier: | **D3.2** |

Abstract: This report describes visibility algorithms used to implement the visibility modules.

## Delivery Slip

|  | **Name** | **Partner** | **Date** | **Signature** |
|---|---|---|---|---|
| **From** | Jiri Bittner | VUT | 16-09-05 | |
| **Reviewed by** | Moderator and reviewers | | | |
| **Approved by** | | | | |

## Document Log

| **Issue** | **Date** | **Comment** | **Author** |
|---|---|---|---|
| 1-0 | 16-09-05 | First draft | Jiri Bittner (VUT) |
| | | | |
| | | | |
| | | | |

## Document Change Record

| **Issue** | **Item** | **Reason for Change** |
|---|---|---|
| | | |
| | | |
| | | |

## Files

| **Software Products** | **User files / URL** |
|---|---|
| Word | gametools-ist-2-004363-3-d3.2-01-1-0-report on visibility algorithms.doc |