



SNS COLLEGE OF ENGINEERING

Kurumbapalayam(Po), Coimbatore – 641 107

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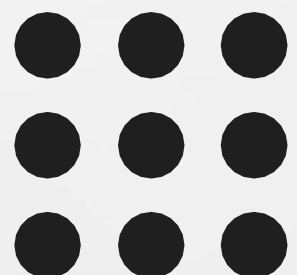
Department of Information Technology & Artificial Intelligence & DataScience

Course Name – COMPUTER GRAPHICS

III Year / V Semester

Unit 3 : VIEWING AND VISUAL REALISM

Topic : – DEPTH CUEING





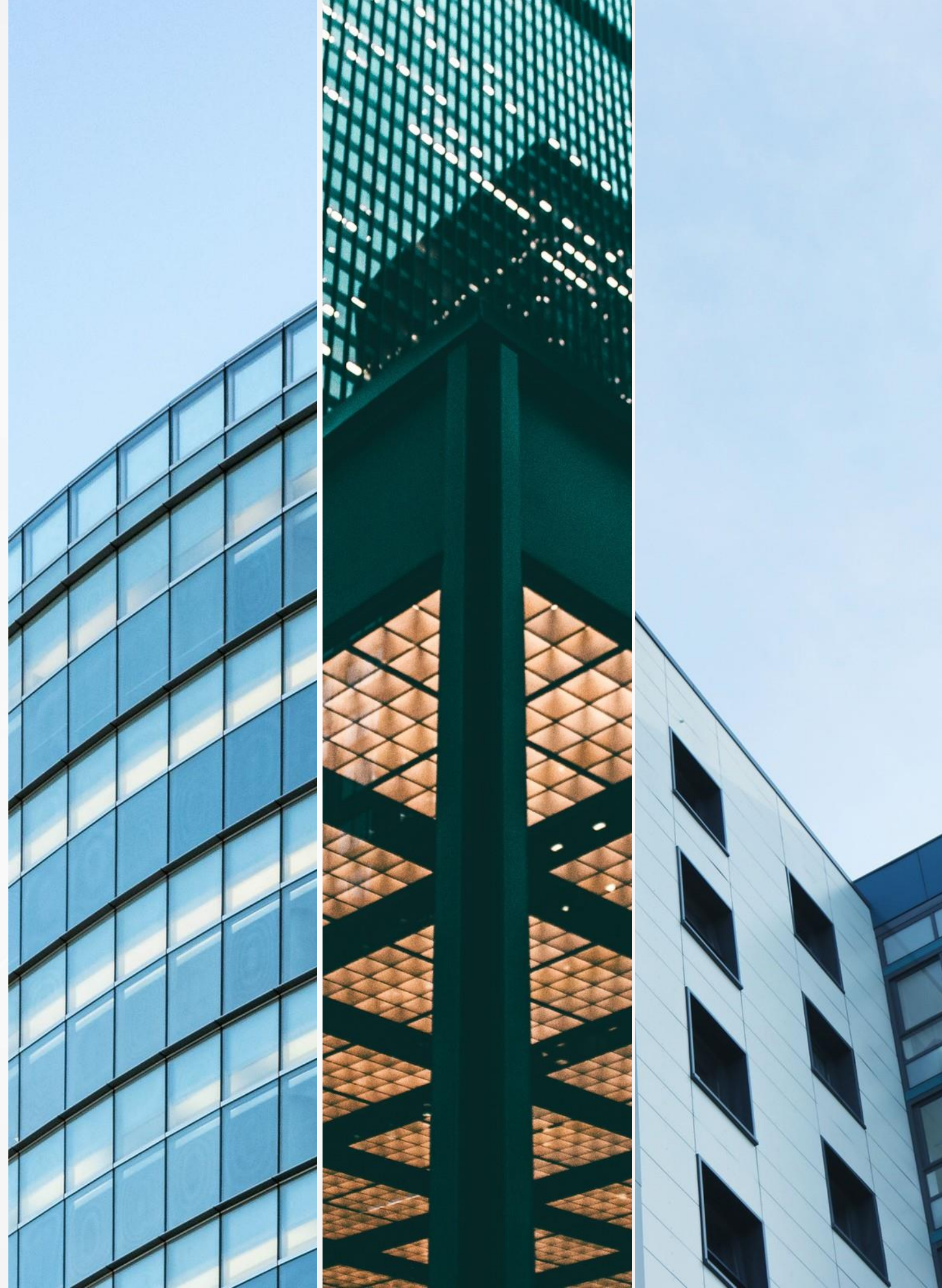
DEPTH CUEING

INTRODUCTION

- ❖ A graphic display option called Depth Cueing allows you to control how elements that are farther away from the viewer display in section and elevation views.
- ❖ The depth effect is created by having objects fade into the background color with increasing distance from the viewer.

Depth Cue Dialog

- ❖ Depth cueing is implemented by having objects blend into the background color with increasing distance from the viewer.
- ❖ The range of distances over which this blending occurs is controlled by the sliders.



STARTING DEPTH

- ❖ The Starting depth slider controls the distance at which the blending starts – everything in front of this distance will not be fogged.
- ❖ Typically you would move this slider until the frontmost features in your model appear at full intensity.



ENDING DEPTH

- ❖ The Ending depth slider controls the distance beyond which everything will disappear.
- ❖ Move this slider to change how fast the blending into the background occurs.
- ❖ Use the Depth Cue checkbox to turn the cueing on and off.



THANK YOU