Computing visual field of vision on 2.0-grid systems using new algorithms

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Abstract:

Determining if an object can be seen from another is critical in a lot of video games. Checking an individual's view of a scene in a video game can be described as having a "field of vision" (FOV). Using a FOV, it is possible to easily measure the visibility of many items from a particular location. It analyses the constraints of the existing methods for FOV computing and proposes new algorithms aimed at overcoming such restrictions, which are all summarized in this document. Here we show how to calculate field of view (FOV) using geographical data structure in a brand-new method. This is followed by the research of an innovative technique that updates an existing FOV rather than re-calculating the FOV from scratch. Following this comparison, we show that the performance of our algorithms is significantly better than existing FOV techniques.

Keywords:

Algorithm Analysis, Computer Games, Field of Vision (FOV), Visibility Determination