



- Start clip on the left side of the clipping window.
- The left vertex will be the first point A and in clockwise format, each endpoint starting at point A will follow B, C, D, etc.
- Starting A to B, it is case 4, which means A is outside the window and B is inside, so we make another point called point K that ends at the clipping window and take away the line outside of the window and keep point K to B in the clipping window.
- From B to C, it is case 2, which means B is inside the window and C is outside, so we make a new point that ends at the clipping window and call it, point L. Keep the line that is inside the clipping window and clip the rest of the line outside of it.
- From C to D, it is case 4 again, which means C is outside the window and D is inside, so we make another point called point M that ends at the clipping window and take away the line outside of the window and keep point M to B in the clipping window.
- This ends clipping the top side of the clipping window.
- From D to E, it is case 2 again, which means D is inside the window and E is outside, so we make a new point that ends at the clipping window and call it, point N. Keep the line that is inside the clipping window and clip the rest of the line outside of it.
- From E to F, it is case 4 again, which means E is outside the window and F is inside, so we make another point called point O that ends at the clipping window and take away the line outside of the window and keep point O to E in the clipping window.
- From F to G, it is case 2 again, which means F is inside the window and G is outside, so we make a new point that ends at the clipping window and call it, point P. Keep the line that is inside the clipping window and clip the rest of the line outside of it.
- This ends the right side of the clipping window.
- From G to H, it is case 4 again, which means G is outside the window and H is inside, so we make another point called point Q that ends at the clipping window and take away the line outside of the window and keep point Q to E in the clipping window.
- From H to I, it is case 2 again, which means H is inside the window and I is outside, so we make a new point that ends at the clipping window and call it, point N. Keep the line that is inside the clipping window and clip the rest of the line outside of it.
- From I to J, it is case 4 again, which means I is outside the window and J is inside, so we make another point called point R that ends at the clipping window and take away the line outside of the window and keep point R to E in the clipping window.
- The last line J to A, it is case 2 again, which means J is inside the window and A is outside, so we make a new point that ends at the clipping window and call it, point S. Keep the line that is inside the clipping window and clip the rest of the line outside of it.
- This finishes the polygon when J to A is the last line and finishes the left side of the clipping window. Therefore, performing the Sutherland-Hodgman clipping algorithm