simple visibility algorithm

 \boldsymbol{a} and \boldsymbol{b} are the end points of the line, with components \boldsymbol{x} and \boldsymbol{y}

for each line

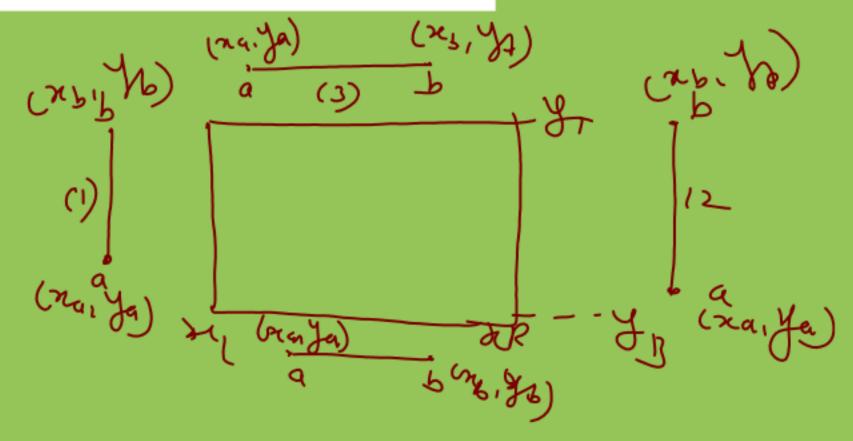
Visibility = True

check for totally invisible lines

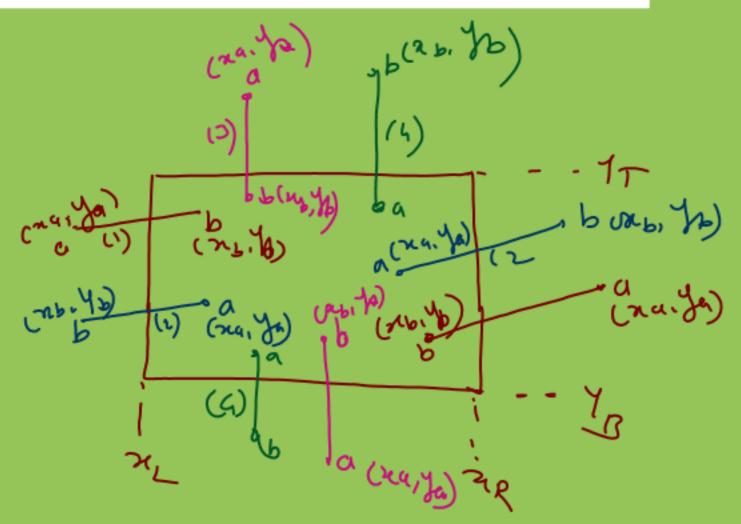
if both end points are left, right, above or below the window, the line is trivially invisible

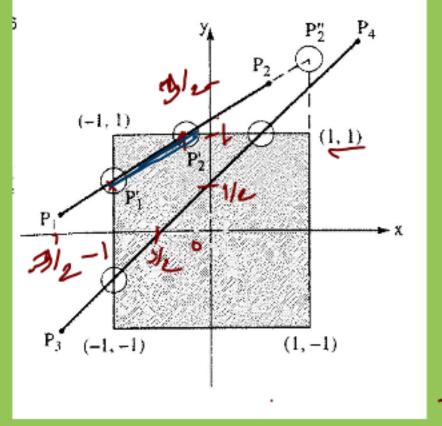
if $x_a < x_L$ and $x_b < x_L$ then Visibility = False \checkmark if $x_a > x_R$ and $x_b > x_R$ then Visibility = False \checkmark if $y_a > y_T$ and $y_b > y_T$ then Visibility = False \checkmark

if $y_a < y_B$ and $y_b < y_B$ then Visibility = False



if Visibility <> False then avoid the totally visible calculation check if the line is totally visible if any coordinate of either end point is outside the window, then the line is not totally visible if $x_a < x_L$ or $x_a > x_R$ then Visibility = Partial Point a is outside if $x_b < x_L$ or $x_b > x_R$ then Visibility = Partial Point b is outside if $y_a < y_B$ or $y_a > y_T$ then Visibility = Partial Point a is outside if $y_b < y_B$ or $y_b > y_T$ then Visibility = Partial Point b is outside end if





Given
$$P_1(-3|2,1/6)$$
 & $P_2(1/2,1/2)$ $\mathcal{X}_{L}=-1$ $M=\frac{y_2-y_1}{x_2-x_1}$ Lower 1cft corner is $(-1,-1)$ $\mathcal{X}_{R}=1$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_1-y_1}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_1-y_2}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_1-y_2}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_1-y_1}{x_2-x_1}$ $=\frac{y_2-y_1}{x_2-x_1}$ $=\frac{y_1-y_1}{x_2-x_1}$ $=\frac{y_1-y_1}{x_$

O with eespect to Pi left: xxx_=-1, y=m(x_-x_1)+y_= 2/3 [-1-(-3/2)]+1/6=1/2 P, -s [2--1, y=1/2]-1st intersection (left) @ With reespect to P2
Top: y=y_=1, x=x_1+(/m)(y_-y_)=-3/2+3/2[1-1/8]=-1/9 P2->[n=-1/41 y=1]-2nd-intersection (TOP)

Ro, the clipped line is P1'(-1,1/2) to P2'(-1/41) Ps (70, 20) & Pz (100, 10) Lower left corner 15 (50,10) Upper left corner is (80,40) meP1 (70,20), P2(80,16.67) (50,40)