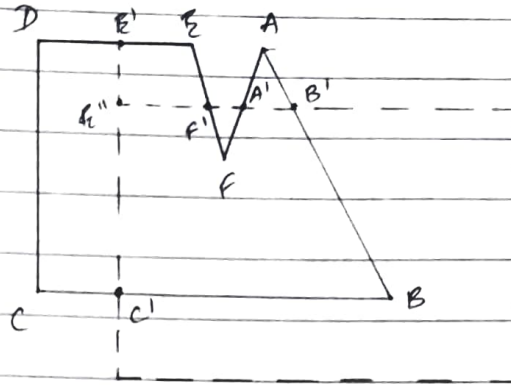


CG Tutorial - 8



Input Edge	Left Clipper	Right Clipper	Bottom Clipper
{A, F}	(in-in) \rightarrow {F}	{F, E}: (in-in) \rightarrow {E}	{E, E'}: (in-in) \rightarrow {E'}
{F, E}	(in-in) \rightarrow {E}	{E, E}: (in-in) \rightarrow {E}	{E', C'}: (in-in) \rightarrow {C'}
{E, D}	(in-in) \rightarrow {E}	{E', C'}: (in-in) \rightarrow {C'}	{C, B}: (in-in) \rightarrow {B}
{D, C}	(out-out) \rightarrow {}	{C', B}: (in-in) \rightarrow {B}	{B, A}: (in-in) \rightarrow {A}
{C, B}	(out-in) \rightarrow {C'}	{B, A}: (in-in) \rightarrow {A}	{A, F}: (in-in) \rightarrow {F}
{B, A}	(in-in) \rightarrow {A}	{A, F}: (in-in) \rightarrow {F}	{F, E}: (in-in) \rightarrow {E}

Top Clipper

{E', C'}: (out-in) \rightarrow {E', C'}
{E', B}: (in-in) \rightarrow {B}
{B, A}: (in-out) \rightarrow {B'}
{A, F}: (out-in) \rightarrow {A', F}
{F, E}: (in-out) \rightarrow {F'}
{E, E'}: (out-out) \rightarrow {}

\therefore The clipped polygon is {E', C', B, B', A', F, F', E'}