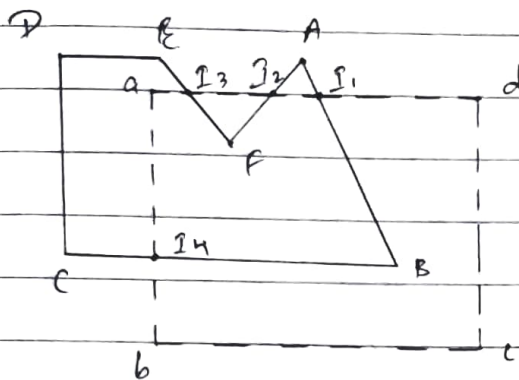


CG Tutorial - 9



Polygon vertex list : $\{A, I_1, F, I_3, E, D, I_4, B, I_2\}$
Clipping window vertex : $\{a, I_4, b, c, d, I_1, I_2, I_3\}$

Starting at F, Following polygon:
 $\{F, I_3\}$

Following clip window
 (I_3, a, I_4)

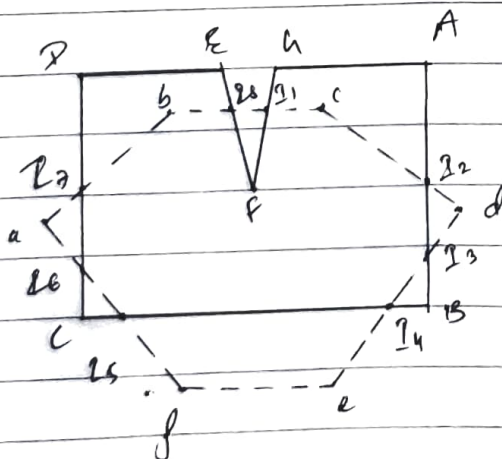
Following polygon
 $\{I_4, B, I_2\}$

Following clipping window
 $\{I_1, I_2\}$

Following polygon
 $\{I_2, F\}$

F has ~~already~~ already been processed.

\therefore Clipped polygon list : $\{F, I_3, a, I_4, B, I_1, I_2\}$



Polygon Vertices: $\{A, a, z, F, I_2, E, D, I_7, I_6, C, I_5, I_4, B, I_3, I_1\}$

Clipping Window Vertices: $\{a, I_6, I_5, F, e, I_4, I_3, d, I_2, c, I_1, I_8, b, I_7\}$

Starting at point F, following polygon:
 $\{F, I_8\}$

Following clipping window: $\{I_8, b, I_7\}$

Following polygon: $\{I_7, I_6\}$

Following clip window: $\{I_6, I_5\}$

Following polygon: $\{I_5, I_4\}$

Following window: $\{I_4, I_3\}$

Following Polygon: $\{I_3, I_2\}$

Following Clip window: $\{I_2, I_1\}$

Following polygon: $\{I_1, F\}$

F has already been processed.

\therefore Clipped polygon vertices list is:

$\{I_1, I_8, b, I_7, I_6, I_5, I_4, I_3, I_2, I_1\}$