CMSC 161: Interactive Computer Graphics

2nd Semester 2014-2015

Institute of Computer Science

University of the Philippines - Los Baños

Lecture by James Carlo Plaras

Get outcodes of P_1 and P_2 of line

$$P_1 \rightarrow o_1$$
 and $P_2 \rightarrow o_2$

Check what case is the outcodes under

Case 1: Accept

Case 2: Reject

Case 3: Fix

Case 1: Both outcodes are 0000 ($o_1 \mid o_2$)

Accept Line (Stop Testing)

Case 2: Both outside ($o_1 \& o_2 ! = 0000$)

Reject Line (Stop Testing)

Case 3 -
$$(o_1 \& o_2 == 0000)$$

Select one point with non-0000 outcode

Find the intersection point of outside point

depending on its outcode

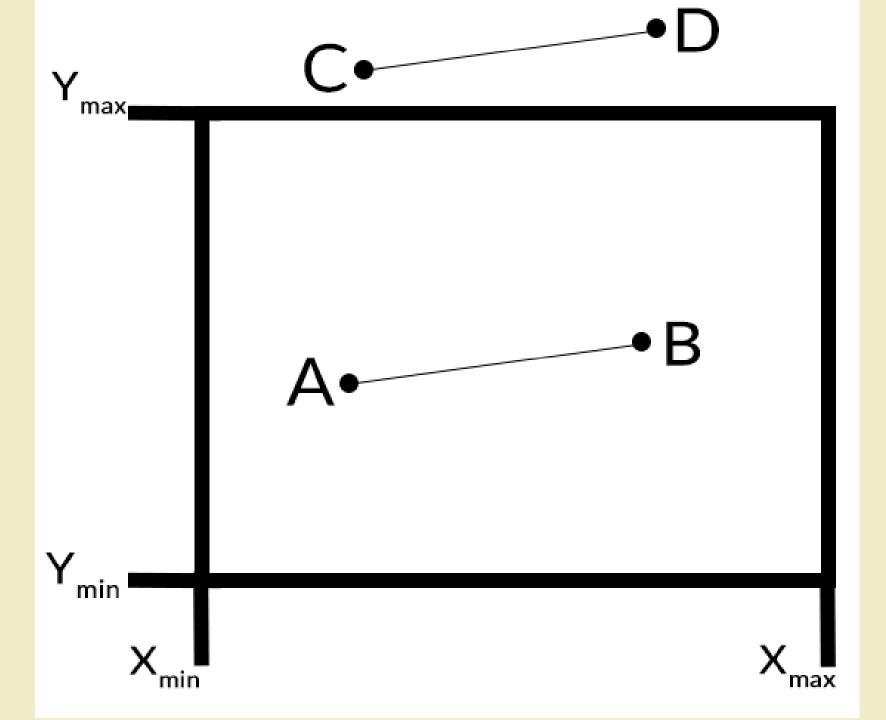
Case 3 -
$$(o_1 \& o_2 == 0000)$$

The computed intersection point will replace the selected point

Update the new point's outcode

Repeat Algorithm

EXAMPLES



	1001	1000		\/ — \/
•	0001	0000	0010	$y = y_{\text{max}}$
•	0101	0100	0110	$y = y_{\min}$
$x = x_{\min} \ x = x_{\max}$				

$$P(x,y) \rightarrow [Top Bottom Right Left]$$
 $P(x,y) \rightarrow [T B R L]$
 $T = (Y > Y_{max})$
 $B = (Y < Y_{min})$
 $R = (X > X_{min})$
 $L = (X < X_{min})$

$$Y_{max} = 1$$

$$Y_{min} = -1$$

$$X_{max} = 1$$

$$X_{min} = -1$$

$$A = (0.75, 0.35)$$

$$B = (0.2, 0.195)$$

Line \overline{AB} falls under

Case 1: Accept

Both outcodes are 0000

$$A = (0.75, 1.35)$$

 $B = (0.2, 2.7)$

Line \overline{AB} falls under

Case 2: Reject

 $o_1 \& o_2 ! = 0000$

$$A = (1.7, 1.35)$$

$$B = (-3.5, 2.7)$$

Line \overline{AB} falls under

Case 2: Reject

 $o_1 \& o_2 ! = 0000$

$$A = (0.7, 1.35)$$

$$B = (0.5, 0.5)$$

Line \overline{AB} falls under

Case 3: Fix

 $o_1 \& o_2 == 0000$

$$A = (0.7, 1.35)$$

$$B = (0.5, -1.5)$$

Line \overline{AB} falls under

???????