

B Tech-III (CO) 6th semester

Course: Computer Graphics (CS-3) (CO306)

Tutorial – 7

Based On: Clipping

1. Use the Cohen-Sutherland algorithm to clip line $P_1(70,20)$ and $P_2(100,10)$ against a window lower left-hand corner $(50,10)$ and upper right-hand corner $(80,40)$.
2. Consider a line from $P_1(-600, -600, 600)$ to $P_2(100,100,-100)$ in screen units clipped to the perspective volume with $X_r=Y_t=500$ at the far clipping plane. The near and far clipping planes are $Z_h = 357.14$, $Z_y = -500$. The center of projection is $Z_{cp} = 2500$. Clip the line using midpoint algorithm.
3. Clip the polygon P_1, \dots, P_8 shown in figure a. against the rectangular clipping window using the Suther-Hodgman algorithm.

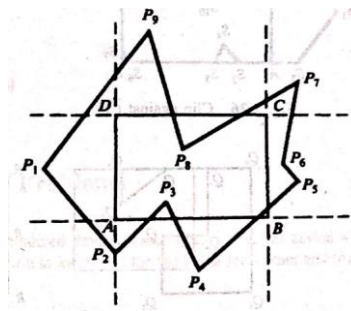


Figure a.