

UCS1703 – Graphics and Multimedia

Tutorial on 3D Clipping

Assume a cubic view volume resting on the XZ plane with one vertex of the back plane on the origin. The size of the cube is $\ll \text{last three digits of your register number} \gg$. A line segment which is a part of an object in the view volume passes through two of the planes of the view volume. Apply 3D clipping using Cohen-Sutherland or Liang-Barsky to clip the line segment.

