22699378 22184936 ROLLO Cyrus-Beck Line Clipping Butside of Clip Rectangle

Fei Pi(t) - Pei

Ni · [P(t) - Pei] < 0

Po Ni · [P(t) - Pei] > 0

Po Ni · [P(t) - Pei] > 0 based on the formulation of intersection between two lines. Single edge Ei of clip restangle and that edge's outward normal is Ni The line segment from Po to P2 that must be clipped to the edge E; there the edge core the line segment may have too be extended to find the intersection point. The line is represented parametrically as  $P(t) = P_o + (P_i - P_o)t_s^*$ where t = 0 at Po and t= 1 at P1 Pick an arleitoary paint PE: an edge E: and consider the three vectors from P(+)-PE: Fram PE; to three designated paints on the line from Po to P,: the intersection point to be determined, an endprint of the line on the inside halfplane efter edge, and on ondpoint on the line in the entside halfplane of the edge. rechich regions the point lie? check value of Ni · [P(t)-PEi] <0 for a paint inside the halfplane = 0 and the live containing the edge >0 for a point autside halfplane.

Solve for the value of t at the intersection of PoPa with the edge. Ni·[PA)-PEI]=0 Ni . [Po+(P,-Po)t-PEi]=0 Nio[Po-Pei]+Nio[P,-Po]t=0 Let D = (P, -Po) be the octor from Po to P, t = Ni [Po-PEi] denominator is nonzero t has a valid value. . Ni. D 70 (as E: 2 Pop, are not parallel)  $D \neq O \left( asP_1 \neq P_0 \right)$ If parallel -> next case Normal is detterméned arbitrary PE: - say, an endpoint of the edge. - for each dip edge. - using this realues for all segments Given the four realis of t for a line segment, the next step is to determine which of the lealues correspond to internal intersections of the line segment with edges of the dip Any value of toutsick the interreal [0,2] canbe rectargle. discarded, since it lies autside PoPz. Next, determine whether the intersection hes on the dip boundary.

entiring are patentially leaving the clip Palenti ally rectargle.

If moving from Po to P, causes us to cross a particular edge the enter edge's inside halfplane, the intersection is calculated if it causes us to loave the edge's inside holfplane, the intersection is calculated.

Ni. D<0 =>PE (angle>30) (argest t => tE Ni. D>0 => PL (angle < 30) smallest t => tr

If tE>tz => no portion of PoP2 is within the dep rectangle, butire line is rejected.

if da > 0 line hours from L to R PE for left edge PL for right edge

signed distances carry information.

clip edge Normal Ni PEi Po-PEi t= Ni. (Po-PEi) left : x=xmin (-1,0) (xonin, y) (xo-xmin, - (20 - Kmin) (x,-x0) (20-xmax) right: x=Nmax (1,0) (nmax) (xo-Xonax) -(x1-x0) bottom: y= Jonin (0,-1) (x, your) (x0-2) -(0,-1) -(0,-1)

(0,1) (x, ymax) (20-x) (40-4 max) topoy = 8-ax -(41-70) · fo-ymax)