

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
UCS1712 – GRAPHICS AND MULTIMEDIA LAB

Lab Exercise 7: Cohen Sutherland Line clipping in C++ using OpenGL

Apply Cohen Sutherland line clipping on a line (x_1, y_1) (x_2, y_2) with respect to a clipping window (XW_{min}, YW_{min}) (XW_{max}, YW_{max}) .

After clipping with respect to an edge, display the line segment with the calculated intermediate intersection points and the vertex list.

Input: The clipping window co-ordinates and the line endpoints

Note: The output should show the clipping window and the line to be clipped in different colors. You can show the intermediate steps using time delay.