

⑤ Scan Line Polygon Fill & In this method first of all, scanning is done using raster scan display device. The beam starts scanning from top left corner of screen and goes towards the bottom right corner. This method finds points of intersection of the line with polygon while moving from left to right and top to bottom. The various points of intersection are stored in the frame buffer. The intensities of such points is kept high. Coherence property is used. According to this property if a pixel is inside the polygon, then its next pixel will be inside the polygon.

