

P. Asha

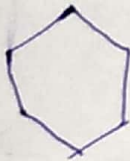
(1)

Weiler-Atherton polygon clipping algorithm

→ Sutherland Hodgeman polygon clipping algorithm clips Convex polygons correctly, however, there is an inclusion of extraneous lines while clipping Concave polygons.

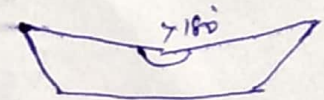
Convex polygon

all interior angles $< 180^\circ$

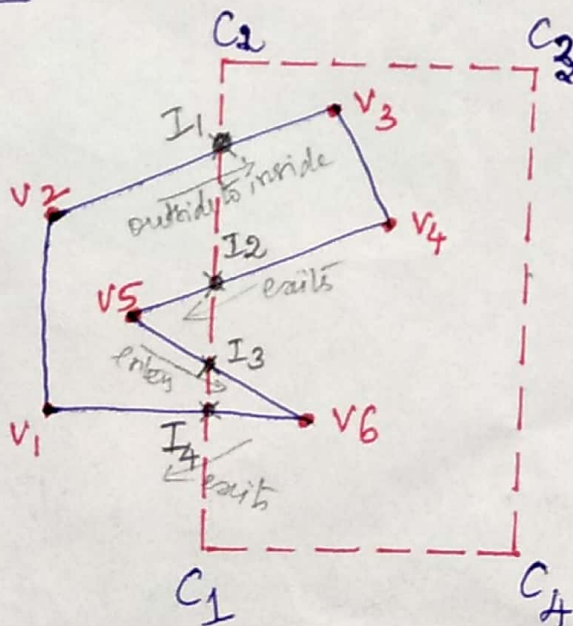


Concave polygon

One or more interior angles $> 180^\circ$



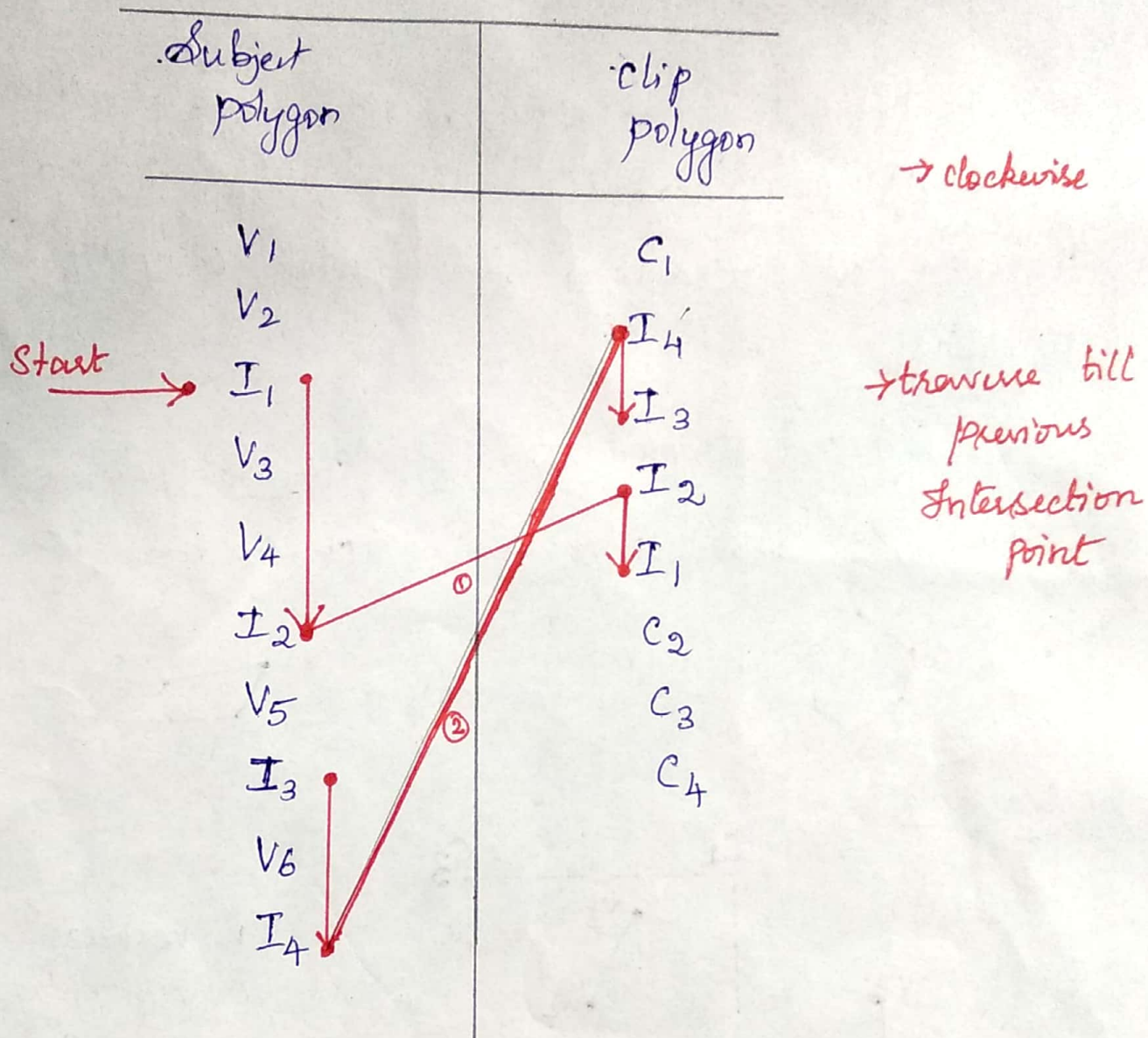
Example:



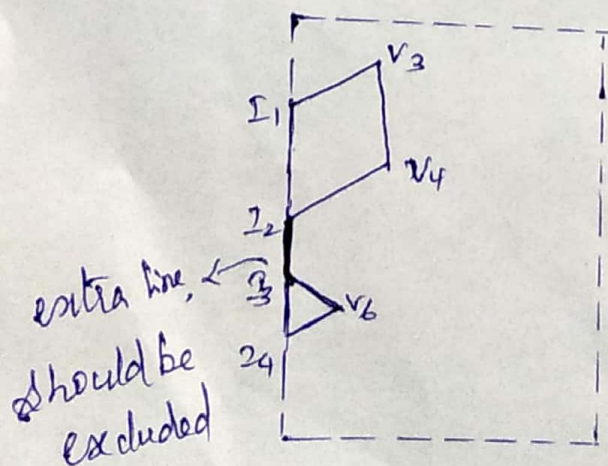
V - Vertices

C - clip polygon
(window)

I - Intersection point



In Sutherland Hodgeman,



In Weiler Atherton,

