

Problem 1 We are to clip the triangle T with vertices P, Q, R to the half-space H , where $P = (2, 3, 0, 3)$, $Q = (5, 2, -9, 3)$, $R = (1, 11, -25, 7)$ in clip coordinates, and $H = [1, 7, 9, 14]$ in normalized device coordinates

(a) Classify the points P, Q, R with respect to H . That is, which of these points lie inside, and which points lie outside of H ?

$$H \cdot P = \begin{bmatrix} 1 \\ 7 \\ 9 \\ 14 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 3 \\ 0 \\ 3 \end{bmatrix} = 2 + 21 + 42 = 65 \rightarrow P \text{ is Outside}$$

$$H \cdot Q = \begin{bmatrix} 1 \\ 7 \\ 9 \\ 14 \end{bmatrix} \cdot \begin{bmatrix} 5 \\ 2 \\ -9 \\ 3 \end{bmatrix} = 5 + 14 + 81 + 42 = -20 \rightarrow Q \text{ is Inside}$$

$$H \cdot R = \begin{bmatrix} 1 \\ 7 \\ 9 \\ 14 \end{bmatrix} \cdot \begin{bmatrix} 11 \\ 11 \\ -25 \\ 7 \end{bmatrix} = 11 + 77 - 225 + 98 = -39 \rightarrow R \text{ is Inside}$$

(b) Find the intersection points (if any) between the edges of T and ∂H .

$$t_{PQ} = \frac{65}{65+20} = \frac{65}{85} = \frac{13}{17}$$

$$I_{PQ} = \frac{4}{17}(2, 3, 0, 3) + \frac{13}{17}(5, 2, -9, 3) = \left(\frac{8}{17}, \frac{12}{17}, 0, \frac{12}{17}\right) + \left(\frac{65}{17}, \frac{26}{17}, -\frac{117}{17}, \frac{39}{17}\right) = \left(\frac{73}{17}, \frac{38}{17}, -\frac{117}{17}, 3\right)$$

$$t_{PR} = \frac{65}{65+39} = \frac{65}{104} = \frac{5}{8}$$

$$I_{PR} = \frac{3}{8}(2, 3, 0, 3) + \frac{5}{8}(1, 11, -25, 7) = \left(\frac{6}{8}, \frac{9}{8}, 0, \frac{9}{8}\right) + \left(\frac{5}{8}, \frac{55}{8}, -\frac{125}{8}, \frac{35}{8}\right) = \left(\frac{11}{8}, \frac{64}{8}, -\frac{125}{8}, \frac{44}{8}\right)$$

(c) Find the consecutive vertices of the resulting polygon.

$$I_{PQ}\left(\frac{73}{17}, \frac{38}{17}, -\frac{117}{17}, 3\right), Q(5, 2, -9, 3), R(1, 11, -25, 7), I_{PR}\left(\frac{11}{8}, 8, -\frac{125}{8}, \frac{11}{2}\right)$$

Problem 2 We are to clip the triangle T with vertices P, Q, R to the half-space H that corresponds to the near face of the camera view frustum, where $P = (8, -12, 8, 4)$, $Q = (8, 12, -20, -16)$, $R = (20, -36, -4, -8)$ in clip coordinates.

(a) Find a homogeneous coordinate representation of H . Recall that with OpenGL conventions, the near plane is $z = -1$ and the far plane is $z = 1$ in NDC. Be careful of the inverted z -axis.

$$H: (0, 0, -1, -1)$$

(b) Classify the points P, Q, R with respect to H . That is, which of these points lie inside, and which points lie outside of H ?

$$P: -12 < 0 \quad \text{Inside} \qquad Q: 36 > 0 \quad \text{Outside} \qquad R: 12 > 0 \quad \text{Outside}$$

(c) Find the intersection points (if any) between the edges of T and ∂H

$$t_{PQ} = \frac{-12}{-48} = \frac{1}{4}$$

$$I_{PQ} = \frac{3}{4} \begin{bmatrix} 8 \\ -12 \\ 8 \\ 4 \end{bmatrix} + \frac{1}{4} \begin{bmatrix} 8 \\ 12 \\ -20 \\ -16 \end{bmatrix} = \begin{bmatrix} 6 \\ -9 \\ 6 \\ 3 \end{bmatrix} + \begin{bmatrix} 2 \\ 3 \\ -5 \\ -4 \end{bmatrix} = \begin{bmatrix} 8 \\ -6 \\ 1 \\ -1 \end{bmatrix}$$

$$t_{PR} = \frac{-12}{-24} = \frac{1}{2}$$

$$I_{PR} = \frac{1}{2} \begin{bmatrix} 8 \\ -12 \\ 8 \\ 4 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} 20 \\ -36 \\ -4 \\ -8 \end{bmatrix} = \begin{bmatrix} 4 \\ -6 \\ 4 \\ 2 \end{bmatrix} + \begin{bmatrix} 10 \\ -18 \\ -2 \\ -4 \end{bmatrix} = \begin{bmatrix} 14 \\ -24 \\ 2 \\ -2 \end{bmatrix}$$

(d) Find the consecutive vertices of the resulting polygon.

$$P(8, -12, 8, 4), I_{PQ}(8, -6, 1, -1), I_{PR}(14, -24, 2, -2)$$

Problem 3 Considering triangle T with vertices in (device) clip space given by $P = (10, 15, 20, 5)$, $Q = (6, 9, 12, 3)$, $R = (7, 14, 21, 14)$ and with scalar values $v_P = 60$, $v_Q = 162$, $v_R = 154$ associated to each vertex. We are to clip T to the half-space $H = [1, 2, 3, -13]$ in device space. What are the vertices and associated scalar values of the clipped polygon?

$$H[PQR] = \begin{bmatrix} 1 \\ 2 \\ 3 \\ -13 \end{bmatrix} \cdot \begin{bmatrix} 10 & 6 & 7 \\ 15 & 9 & 14 \\ 20 & 12 & 21 \\ 5 & 3 & 14 \end{bmatrix} = [35 \quad 21 \quad -84] \quad \text{P\&Q is Outside, R is Inside}$$

$$\overline{RP} : S = \frac{h \cdot R}{h \cdot R - h \cdot P} = \frac{-84}{-84 - 35} = \frac{84}{119} = \frac{12}{17}$$

$$I_{\overline{RP}} = \frac{12}{17}(P-R) + R = \frac{12}{17} \begin{bmatrix} 3 \\ 1 \\ -1 \\ -9 \end{bmatrix} + \begin{bmatrix} 7 \\ 14 \\ 21 \\ 14 \end{bmatrix} = \begin{bmatrix} 155/17 \\ 250/17 \\ 345/17 \\ 130/17 \end{bmatrix}$$

$$VI_{\overline{RP}} = \frac{12}{17}V_R + \frac{5}{17}V_P = \frac{12}{17}(154) + \frac{5}{17}(60) = \frac{2148}{17}$$

$$\overline{QR} : S = \frac{h \cdot Q}{h \cdot Q - h \cdot R} = \frac{21}{21 + 84} = \frac{21}{105} = \frac{1}{5}$$

$$I_{\overline{QR}} = \frac{1}{5}(P-Q) + Q = \frac{1}{5} \begin{bmatrix} 1 \\ 5 \\ 9 \\ 11 \end{bmatrix} + \begin{bmatrix} 6 \\ 9 \\ 12 \\ 3 \end{bmatrix} = \begin{bmatrix} 31/5 \\ 10 \\ 69/5 \\ 26/5 \end{bmatrix}$$

$$VI_{\overline{QR}} = \frac{1}{5}V_Q + \frac{4}{5}V_R = \frac{1}{5}(162) + \frac{4}{5}(154) = \frac{778}{5}$$

$$[I_{\overline{QR}} \quad R \quad I_{\overline{RP}}] = \begin{bmatrix} 31/5 & 7 & 155/17 \\ 10 & 14 & 250/17 \\ 69/5 & 21 & 345/17 \\ 26/5 & 14 & 130/17 \end{bmatrix}$$

$$VI_{\overline{QR}} = \frac{778}{5}, V_R = 154, VI_{\overline{RP}} = \frac{2148}{17}$$