

Exeample:

Cohen-Sutherland Line clipping

Algorithm:

1001 | 1000 PG | 1010

P1 | 0000 | 0010

P2 | P4 | P4 | PX |

Olol | 0100 P8 | 0110

## 1. P1 8 P2:

Pi -> 0001 Non Zero P2 -> 0001 non Zero

AND DOOI Non Zero.
Reject.

if we get non zoro, the Line is completly butside the window. 2. P38 P4:

P3 > 0000 (2000) P4 > 0000 (2000)

AND > 0000 (2000).

points lias inside the window.

\* No clipping is required.

\* Accept.

8 3. P5 & P6:

P5 > 1000 Non Zero P6 > 0000 Zero. AND 0000 Zero.

He Some portion of the point and Some portion of the window
Lies ont Side the window
Lies out Side the Window.

He clipping is Required.

He Partial.

\* Need to find intersection Point.

P5' & P6

P5 = 0000 Zero
Pb = 0000 Zero
AND 0000 Zero

P5' & P6 Line Lies inside the inindew.

P5 E P5' is clipped.

P7 & P8:

198 - 0100 Non Zero. P7 - 0010 Non Zero.

AND DOOD Fero.

some portion inside the window and out side the window.

Find the InterSocial point.
P7' and P7.

P7 - 00 10 P7 - 00 10 And - 0000

P8 8 P81

0000

P8' - 0000 clipped [P8'8 P7']
P7' - 0000

P3&P4, P5'&P6, P8', P7'