

COMPUTER SCIENCE TRIPOS Part IB – 2016 – Paper 4

4 Computer Graphics and Image Processing (PR)

- (a) Describe in detail the Cohen-Sutherland algorithm to clip a straight line segment against a rectangle. [8 marks]
- (b) Extend the algorithm from part (a) to clip a line against a three-dimensional viewing frustum. [6 marks]
- (c) Describe how to clip a Bézier curve against a screen rectangle. [6 marks]