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The polygon clipping algorithm deals with four different clipping cases. The output of each case is input for the next case. Case1) Left clip: In the left side polygon clipping, we only remove the left part of the polygon, which is outside the window. We only save the portion which is inside the window. Case2) Right clip: In the right-side polygon clipping, we only remove the right part of the polygon, which is outside the window. We only save the portion which is inside the window.

[Polygon Clipping - Tutorial And Example](#)
Step 1 ? Assign a region code for each endpoints. Step 2 ? If both endpoints have a region code 0000 then accept this line. Step 3 ? Else, perform the logical AND operation for both region codes. Step 3.1 ? If the result is not 0000, then reject the line. Step 3.2 ? Else you need clipping.

[Viewing & Clipping - Tutorialspoint](#)
Line Clipping Another operation which is very common in raster graphics is line clipping. That is, drawing only that part of a line, conic or general curve that lies within a specified box (or more generally, within a specified polygon). Clipping Endpoints (3.12.1) Clipping Lines by Solving Simultaneous Equations:

[Brandeis University, CoSci 155a, Lecture Summary](#)
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