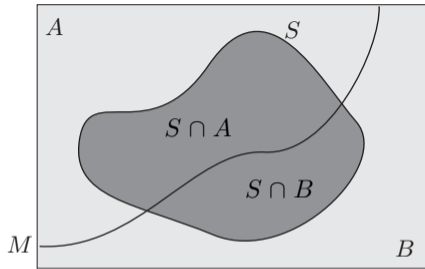


(a)



(b)

Figura 1. Separação do espaço.

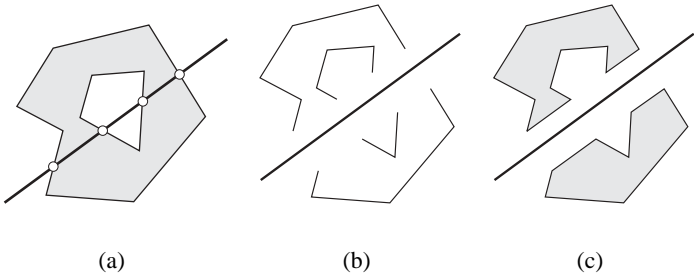


Figura 2. Etapas da operação de recorte.

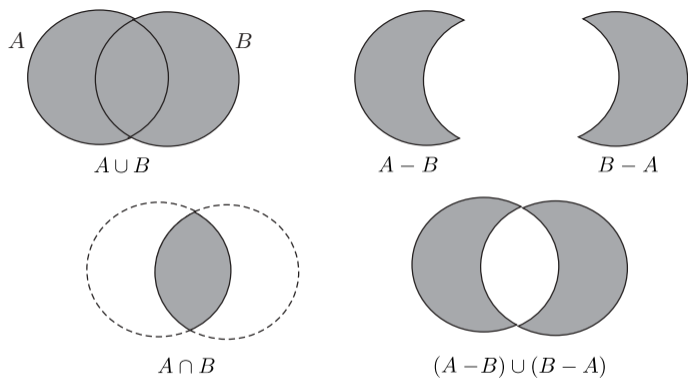


Figura 3. Recorte e operações booleanas.

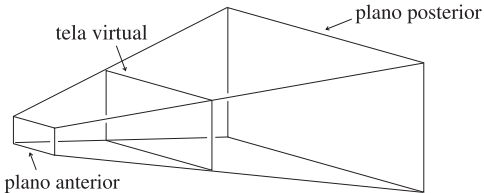


Figura 4. Volume de visão da câmera virtual.

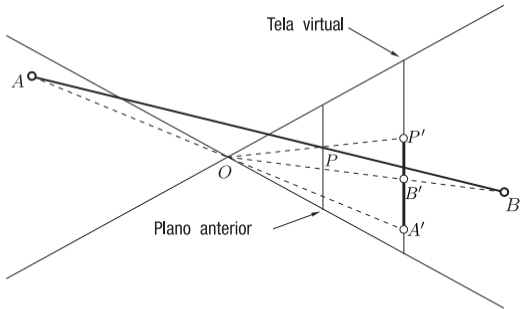
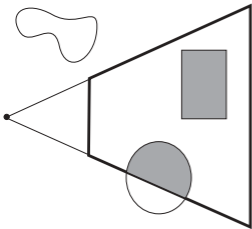
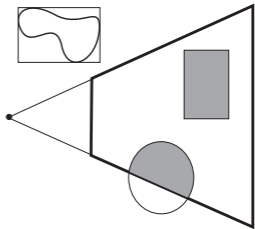


Figura 5. Projeção do segmento  $AB$ .

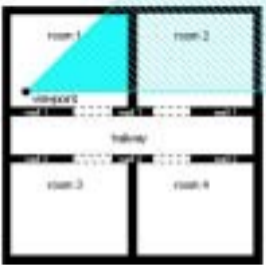


(a)

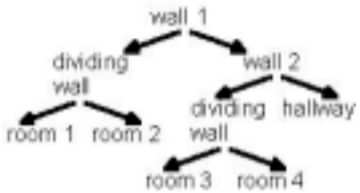


(b)

Figura 6. Bounding box e recorte.



(a)



(b)

Figura 7. Recorte e subdivisão espacial.

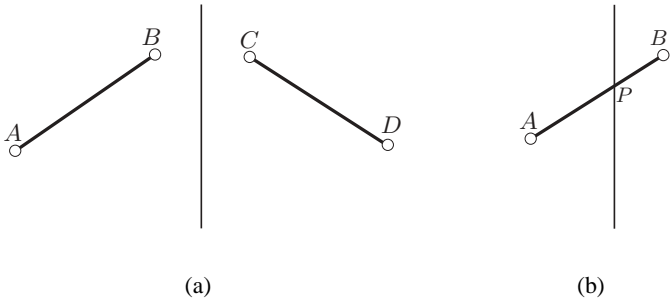
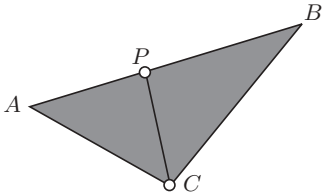
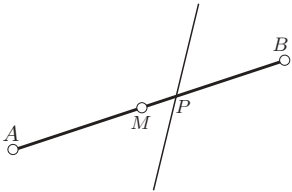


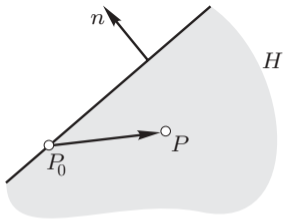
Figura 8. Recorte de segmentos no plano.



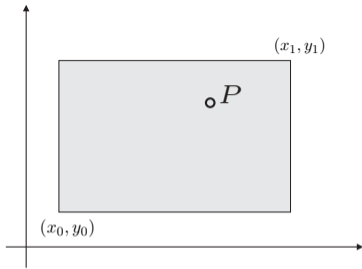


(b)

Figura 9. Recorte do segmento  $AB$  (a); recorte e atributos (b).



(a)



(b)

Figura 10. Classificação de um ponto em relação a um semi-plano (a); Recorte de um ponto por uma região retangular (b).

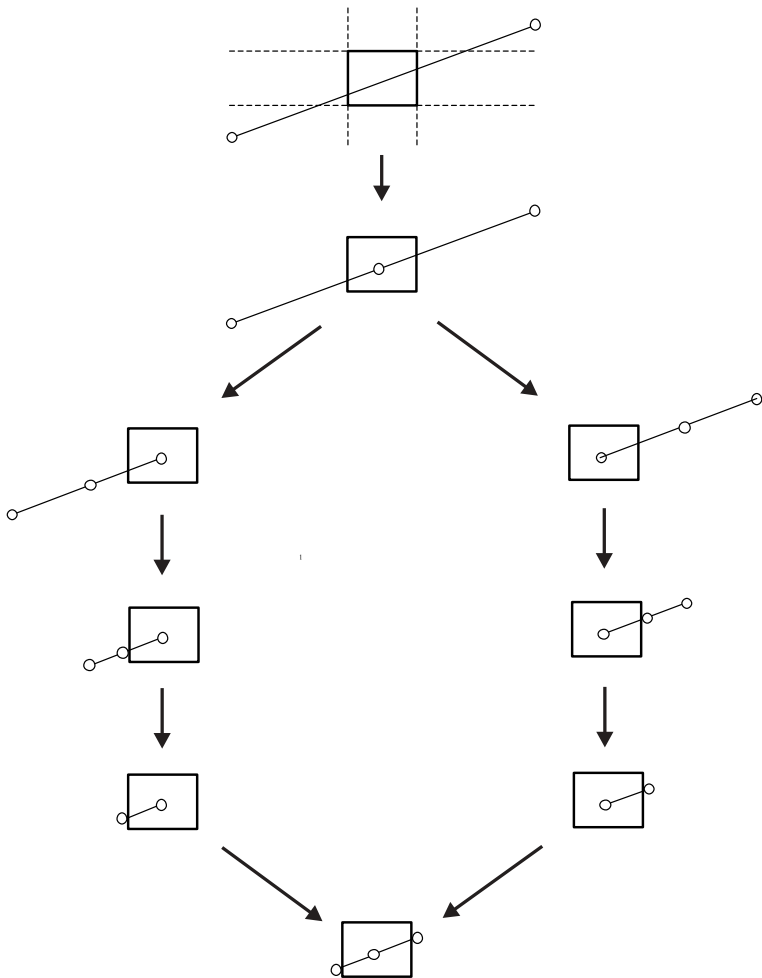


Figura 11. Recorte recursivo de um segmento de reta.

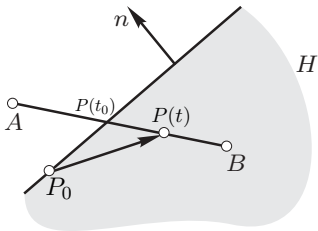
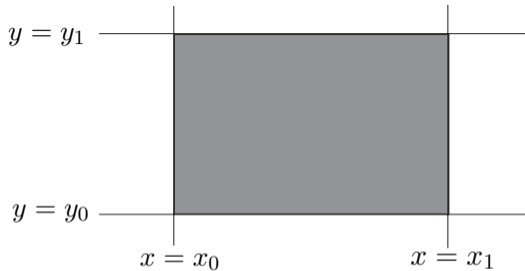
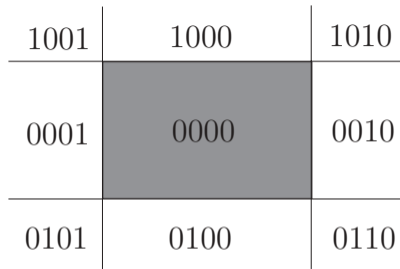


Figura 12. Recorte de um segmento de reta por um semi-plano.



(a)



(b)

Figura 13. Etapas de recorte do algoritmo de Sutherland-Cohen.

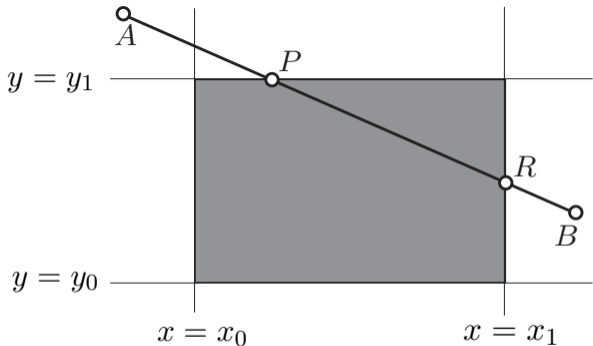
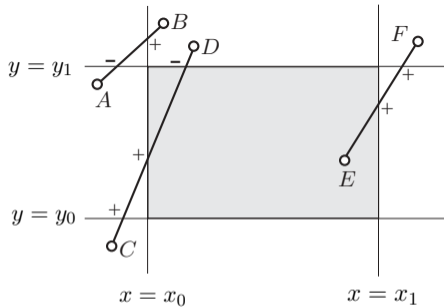
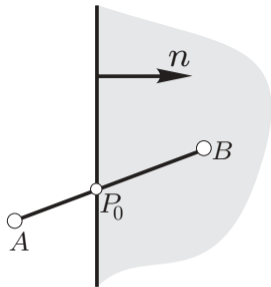


Figura 14. Etapas de recorte do algoritmo de Sutherland-Cohen.

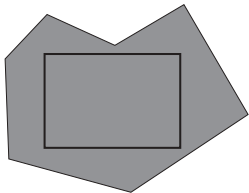


(a)

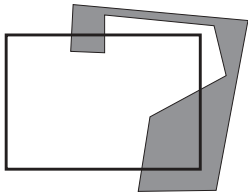


(b)

Figura 15. Classificação dos pontos de interseção (a); cálculo do sinal de um ponto (b).



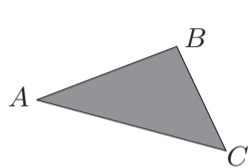
(a)



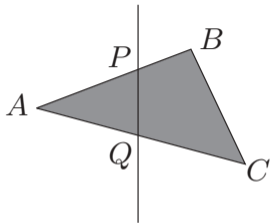
(b)

Figura 16. Recorte de um polígono com um retângulo.

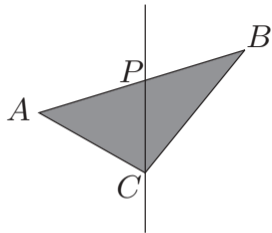




(a)

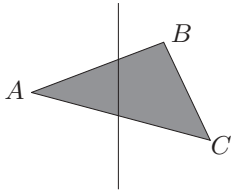


(b)

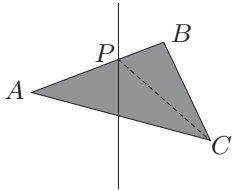


(c)

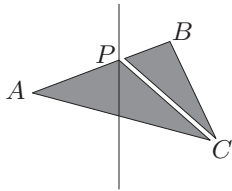
Figura 17. Recorte de um triângulo.



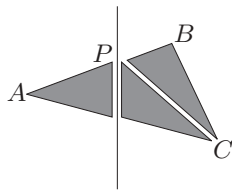
(a)



(b)



(c)



(d)

Figura 18. Recorte de triângulo.

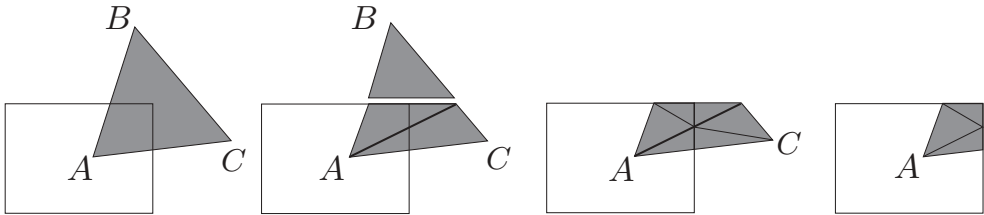


Figura 19. Recorte recursivo com relação à tela virtual.

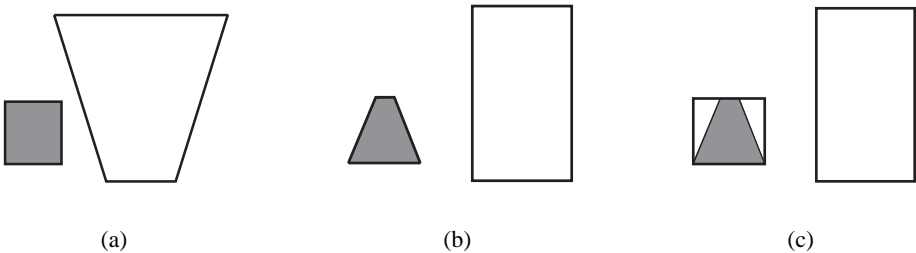
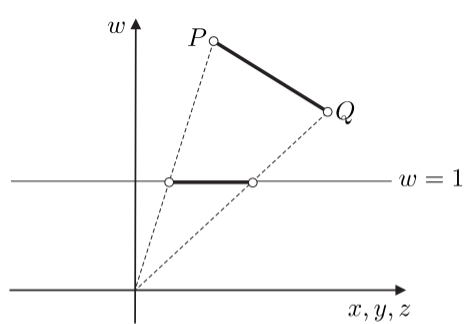
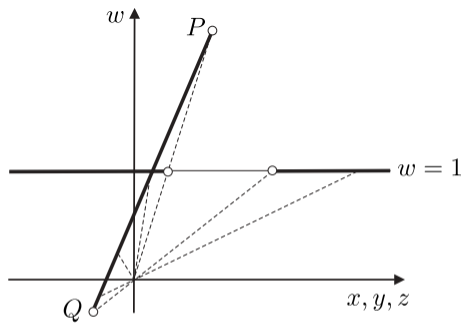


Figura 20. Recorte e câmera virtual.

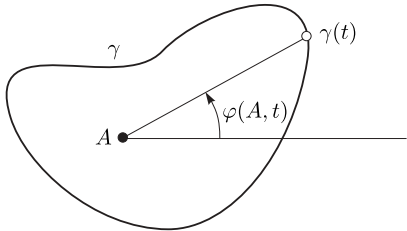


(a)

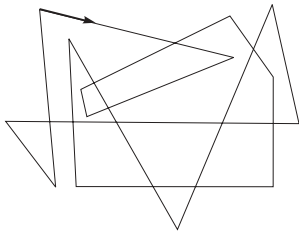


(b)

Figura 21. Recorte e câmera virtual.



(a)



(b)

Figura 22.

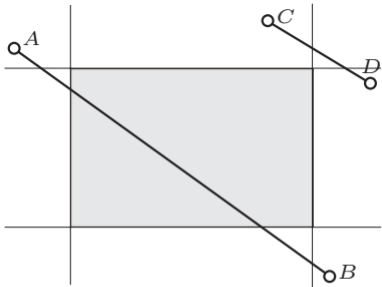


Figura 23.

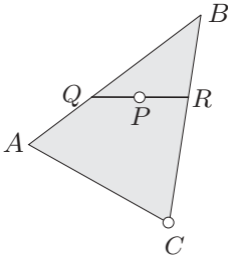


Figura 24.