

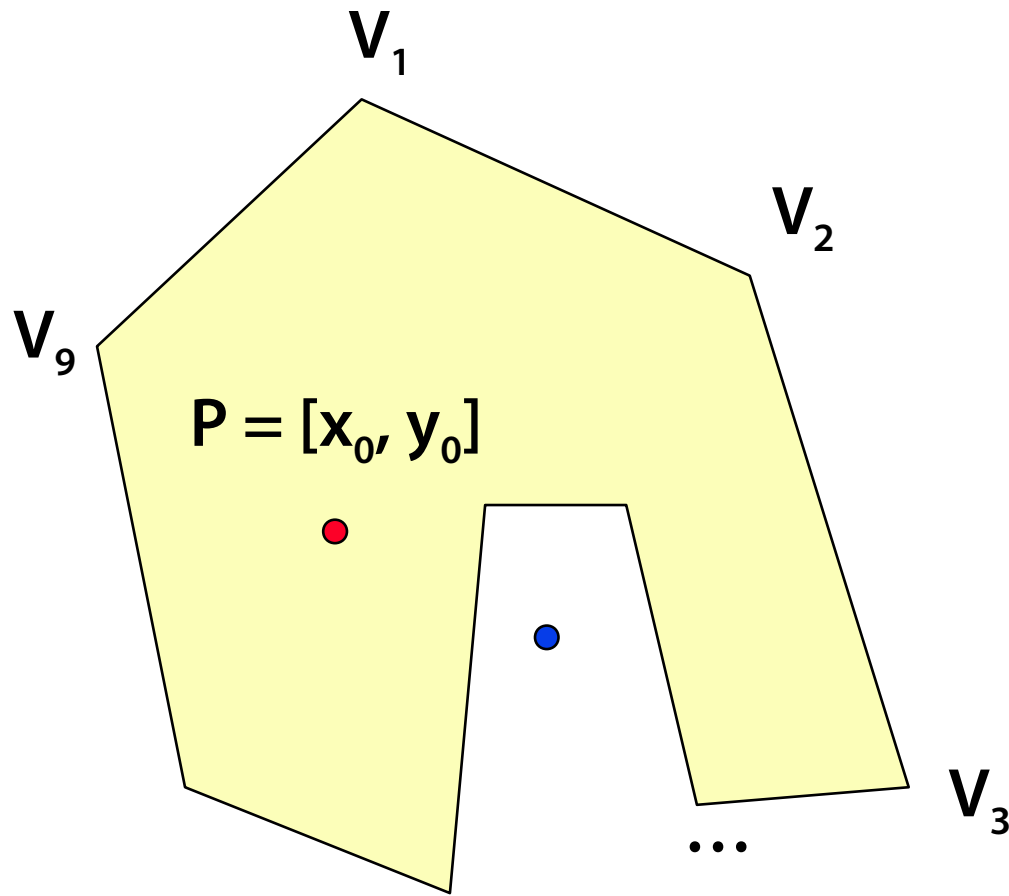
Planar test point vs. polygon

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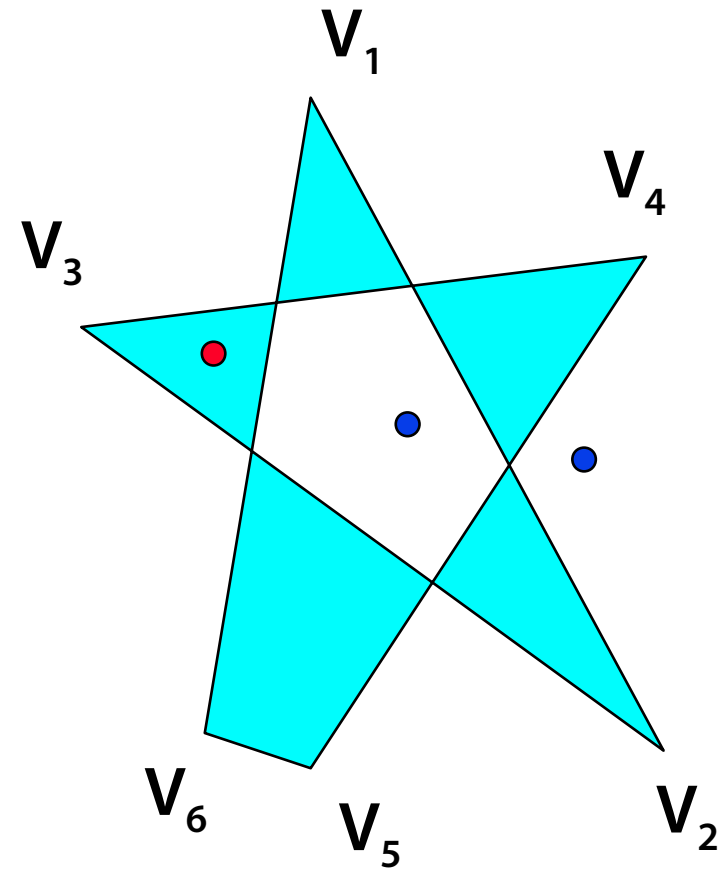
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Polygon interior?



$$V_i = [x_i, y_i]$$





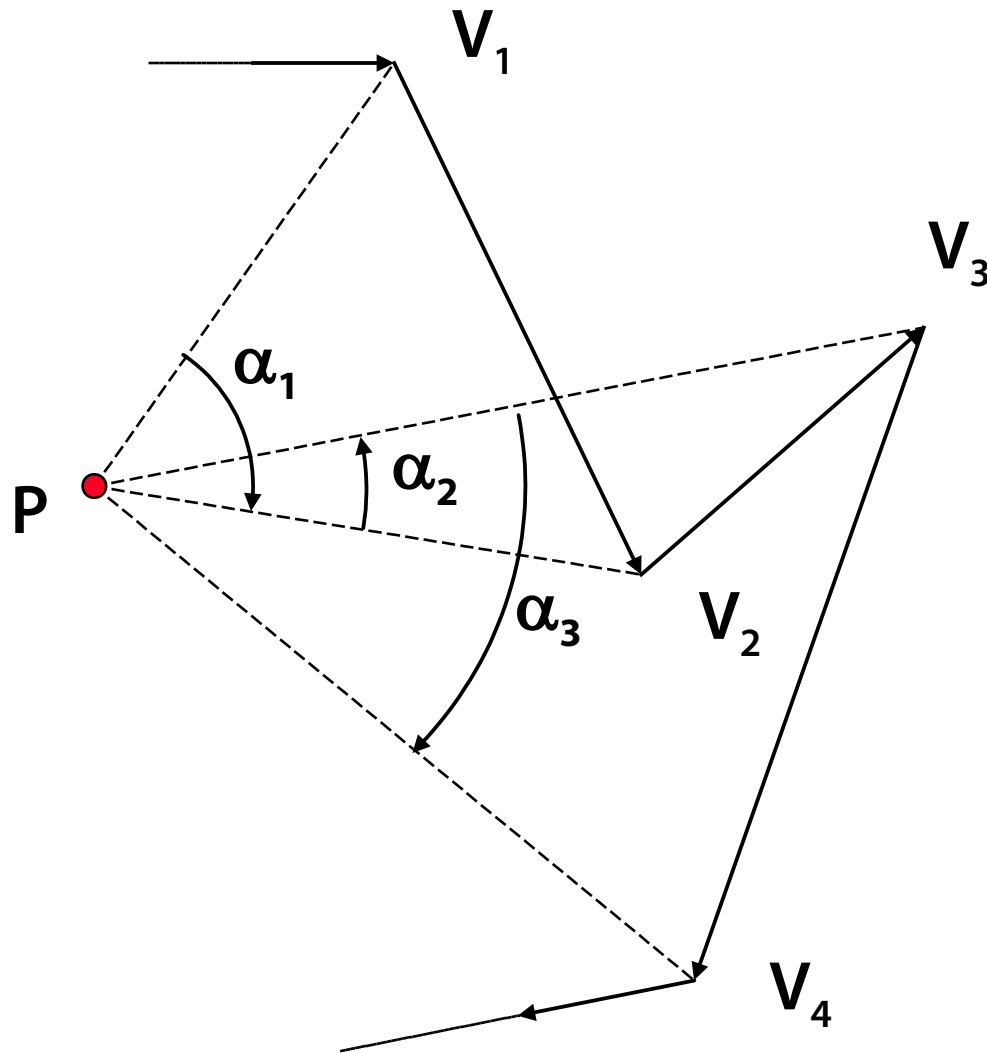
Different definitions

Point P lies inside the polygon $[V_1, \dots, V_M]$, if

- ① it is separated from the outside (infinite component of the plane) by **odd number of borders** (“odd-even rule”, Jordan theorem)
- ② it is separated from the outside by **at least one border** (i.e. not element of the infinite component)
- ③ its “**winding number**” with respect to the polygon's outline W is **nonzero** (“thread loop + pin”)



Winding number computation



Sum of the oriented angles

$$\sum_i \alpha_i = 2\pi \cdot W$$

$0^\circ, \pm 360^\circ, \pm 720^\circ \dots$

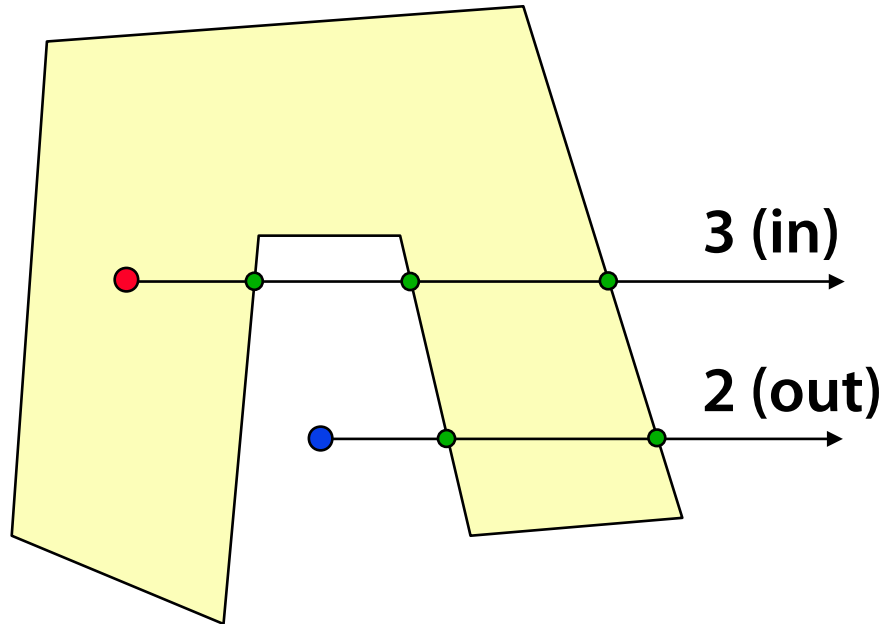
↑
outside ↓ ↑
inside

Efficiency:

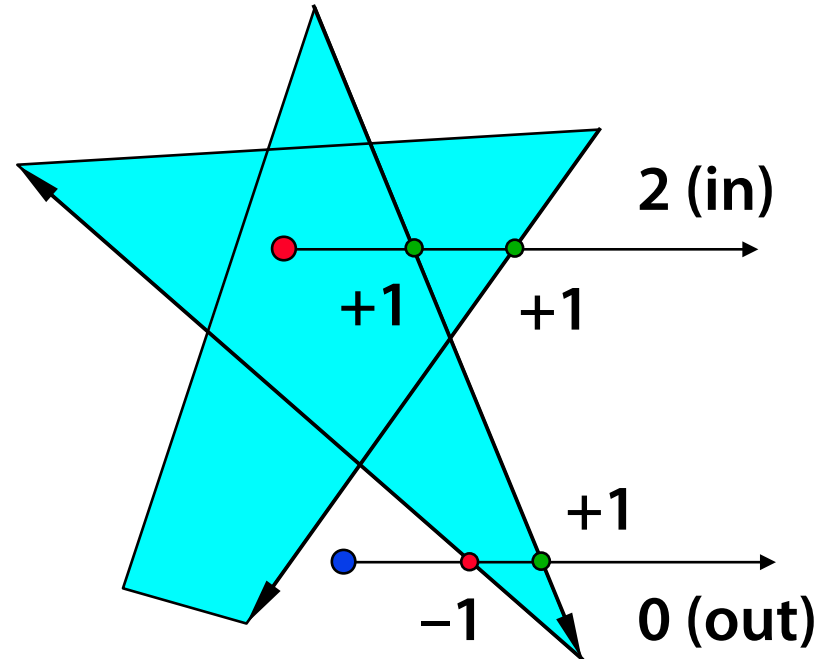
table of $\text{arctg}(y/x)$



Half line vs. polygon outline



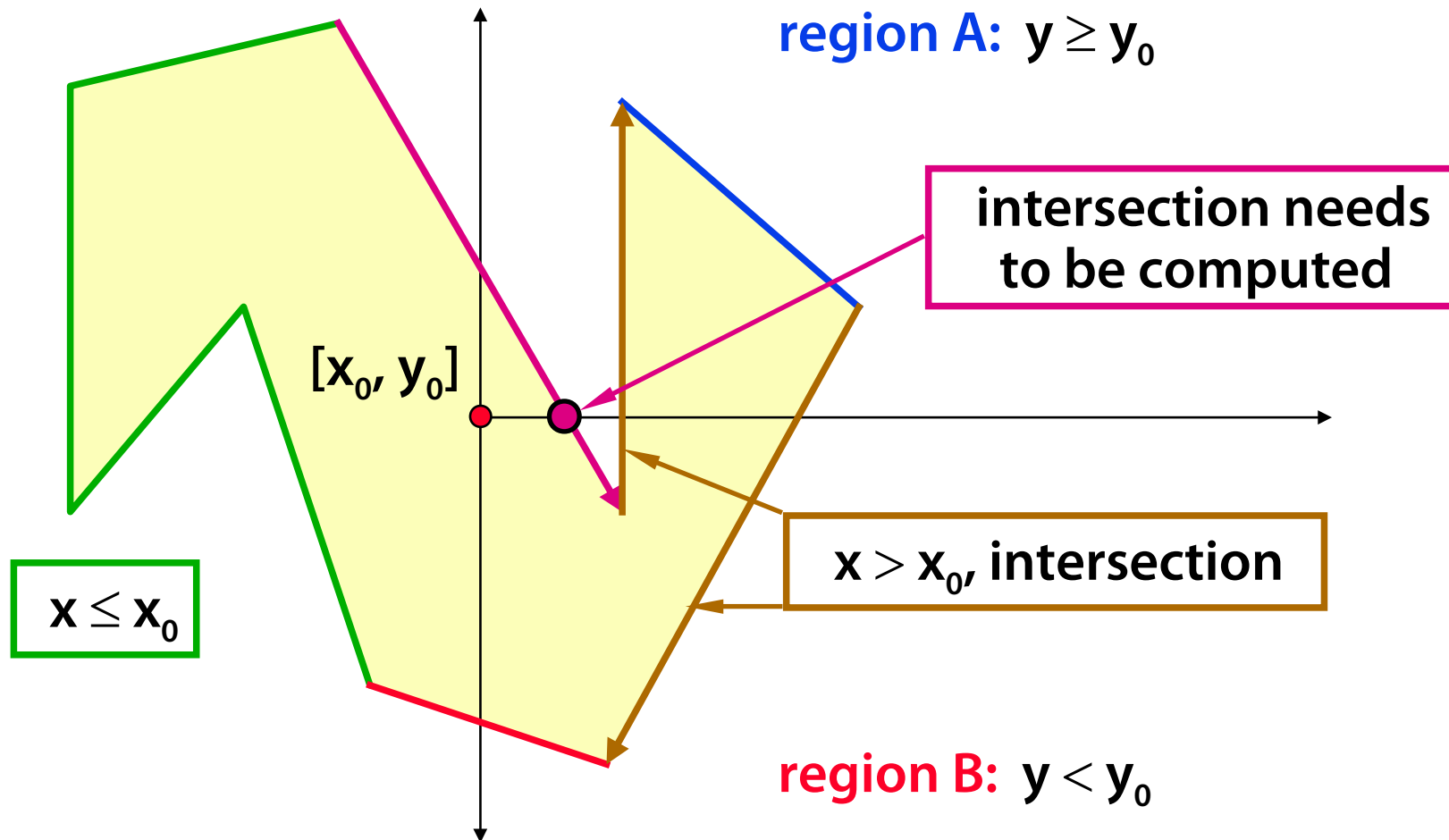
Definition 1
(non-oriented edges)



Definition 3
(oriented edges)



Implementation





Implementation

Sequential pass through edges $V_1V_2, V_2V_3 \dots V_MV_1$

- every vertex has the flags $x > x_0, y \geq y_0$

Trivial negative edges – both vertices have equal boolean value of either condition

- $x \leq x_0, y \geq y_0$ or $y < y_0$

Trivial positive edges (intersection exists)

- for both vertices: $x > x_0$
- for exactly one vertex: $y \geq y_0$



Implementation

The rest of the edges are **nontrivial**

- for exactly one vertex: $\mathbf{x} > \mathbf{x}_0$
- for exactly one vertex: $\mathbf{y} \geq \mathbf{y}_0$
- the **exact intersection** of an edge with the half line $\mathbf{y} = \mathbf{y}_0$ has to be computed

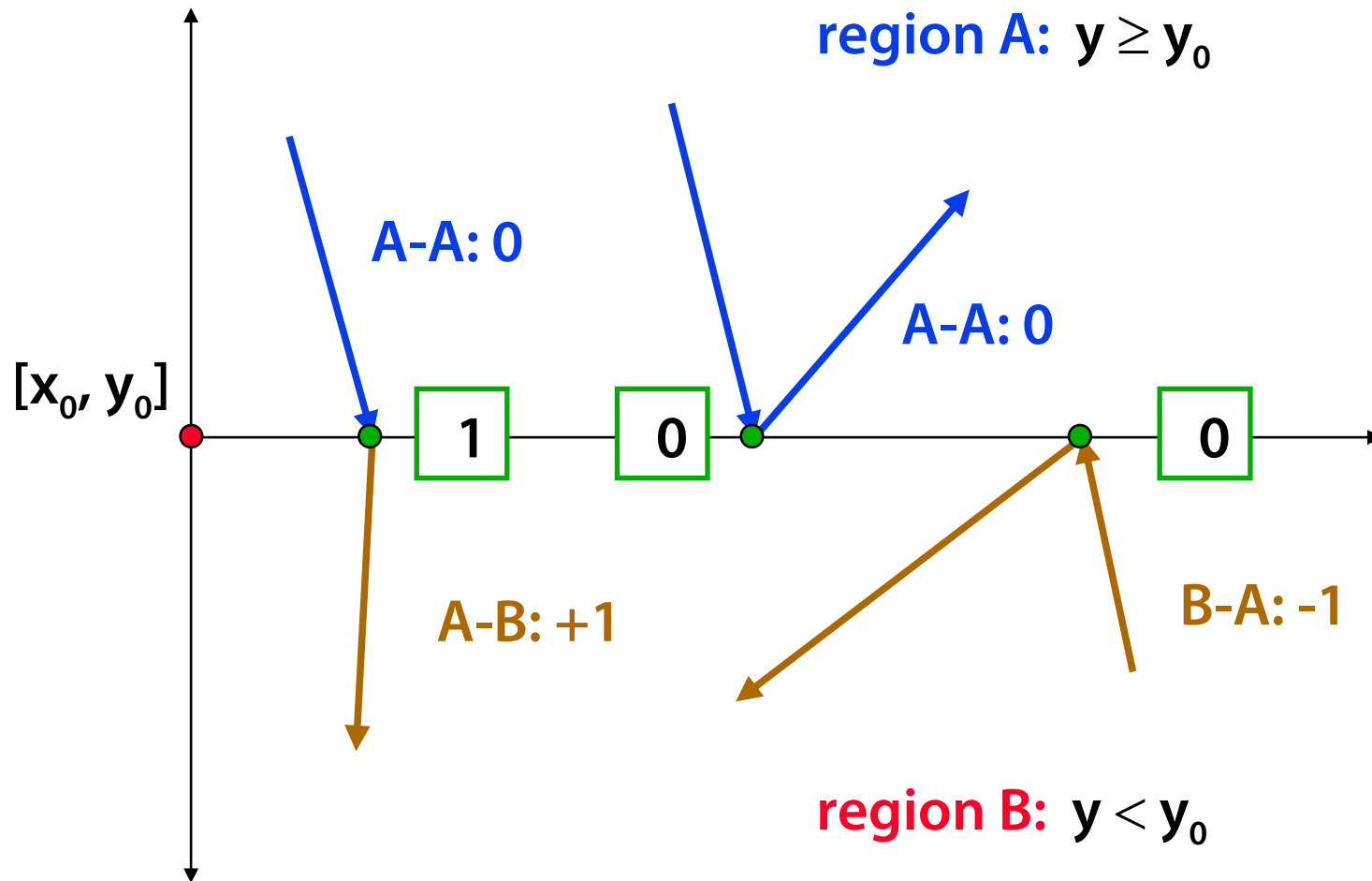
For any **positive edge** (intersection) the contribution is

+1 or -1 according to edge orientation (definition **3**)

+1 for an unoriented edge (definition **1**)



Special cases





Literature

A. Glassner: *An Introduction to Ray Tracing*, Academic Press, London 1989, 53-59

J. Foley, A. van Dam, S. Feiner, J. Hughes: *Computer Graphics, Principles and Practice*, 34