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Project: X3D

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Issue #

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ID	Project	Category	View Status	Date Submitted	Last Update
0000326	X3D	19775-1 (Abstract)	public	2007-03-13 11:55	2022-05-05 17:45
Reporter	leodaly				
Assigned To	npolys				
Priority	normal	Severity	minor	Reproducibility	always
Status	assigned	Resolution	open		

Summary 0000326: 35.4.3 Viewport - Clipping Plane Clarification

Description Specification: X3D Architecture and base components Revision 1 (ISO/IEC CD 19775-1r1:200x)
Section: 35.4.3 Viewport
URL: http://www.web3d.org/x3d/specifications/ISO-IEC-19775-X3DAbstractSpecification_Revision1_to_Part1/Part01/components/layering.html#Viewport

Comment:
The clipping should be better explained. Should it work like a viewport in OpenGL (glViewport) or simply like a clipping region (like glScissor).

Additional Information Submitted by: Espen Ottar, Email: espen.ottar@octaga.com

Tags [V4.0 Resolution](#)

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Notes

~0000617

joedw (no access)
2007-06-06 10:54

Please also see

0000314: 35 Layering component - Inheritance Question

~0001085

brutzman (administrator)
2012-10-29 09:03

glViewport reference:

<http://www.opengl.org/sdk/docs/man/xhtml/glViewport.xml>

glScissor reference:

<http://www.opengl.org/sdk/docs/man/xhtml/glScissor.xml>

~0001209

npolys (developer)
2012-12-04 18:29

NB

both OpenGL constructs are in screen pixels, not normalized screen coords as

<http://www.web3d.org/files/specifications/19775-1/V3.3/Part01/components/layering.html>

that is OK I guess, but still does not answer the comment...

However it is not called Scissor.

my interpretation is that this X3D Viewport node does the same thing as glViewport.

~0001214

npolys (developer)
2012-12-05 06:35

SEB:

glViewport and glScissor will both achieve the almost same visual result.

The difference is:

- glViewport will set up a new viewport and clip the geometries early in the render pipeline
- glScissor does the clipping on the fragments (I think after rasterization)

Anyway, I think in spec its best to compare it to glViewport

~0003388

brutzman (administrator)

2022-05-05 17:45

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Please provide example specification prose and justification, otherwise we will defer this to X3D4.1.

Add Note**Note****View Status** private**Upload File**Maximum size: 5,000
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Date Modified	Username	Field	Change
2007-03-13 11:55	leodaly	New Issue	
2007-05-09 13:25	leodaly	Status	new => assigned
2007-05-09 13:25	leodaly	Assigned To	=> tony
2007-06-06 10:54	joedw	Note Added: 0000617	
2011-02-23 09:55	daly	Assigned To	tony =>
2011-02-23 09:56	daly	Status	assigned => feedback
2011-03-09 09:19	daly	Status	feedback => assigned
2011-03-09 09:19	daly	Assigned To	=> npolys
2012-10-29 09:03	brutzman	Note Added: 0001085	
2012-12-04 18:29	npolys	Note Added: 0001209	
2012-12-05 06:35	npolys	Note Added: 0001214	
2021-04-30 11:12	brutzman	Tag Attached: V4.0 Resolution	
2022-05-05 17:45	brutzman	Note Added: 0003388	

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