test Find an image of point nearby a vector:

- Find the image of that point near
- Check to see if you've already begun drawing that image of that point.
- If so, return it.
- Check to see if the image is too far away, or if it's too close to another image.
- If so, return null.
- Mark that you have begun drawing that image of that point.
- For each edge containing that point:
  - Find that edge from that point and image.

Find an edge from a given image of a given point:

- Check to see if you've already begun looking at that edge with that image of that point.
- If so, stop.
- Mark that you've begun looking at that edge with that image of that point.
- Find an image of the other point near the given image.
- Mark that you've begun looking at that edge with that image.
- Draw each of the polygons near that image of that edge.

Draw a polygon using a given image of a given edge:

- Check to see if you've already begun drawing a polygon with that image of that edge.
- If so, stop.
- Pick one image of a point on that image of an edge, and starting from there:
  - Look at the opposite point image on that edge image.
  - Look at opposite edge image on that point image.
  - if you have the starting point image, stop.

  Use these three edges to draw a polygon.