

Draw a point:

- Given a vector, find an image of the point near that vector.
- Check to see if you've already begun drawing that image of that point.
- If so, stop.
- Mark that you have begun drawing that image of that point.
- For each edge containing that point:
 - Draw that edge from that point and image.

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

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