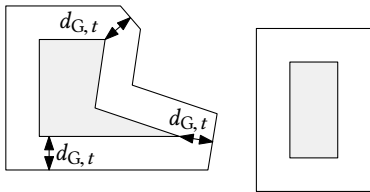


(a) buffering using miter joins, with distance  $d_{G,t}$



(b) squaring if spikes are too long