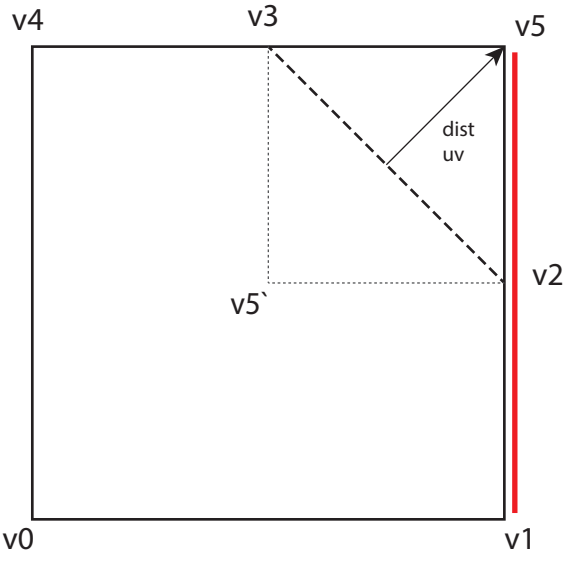

foldingLine changes to shared line between the new polygons

$v5` = (v5.x + (-uv.x * dist), v5.y + (-uv.y * dist))$

a shared line gets split up into 2 new polygons
--> update the sharedLines list by removing the old one and adding the 2 smaller ones
--> both new polygons both have a shared line
--> update the polygon that is connected to the shared line
(add vertex at the crossingPoint and add 2 smaller shared lines)