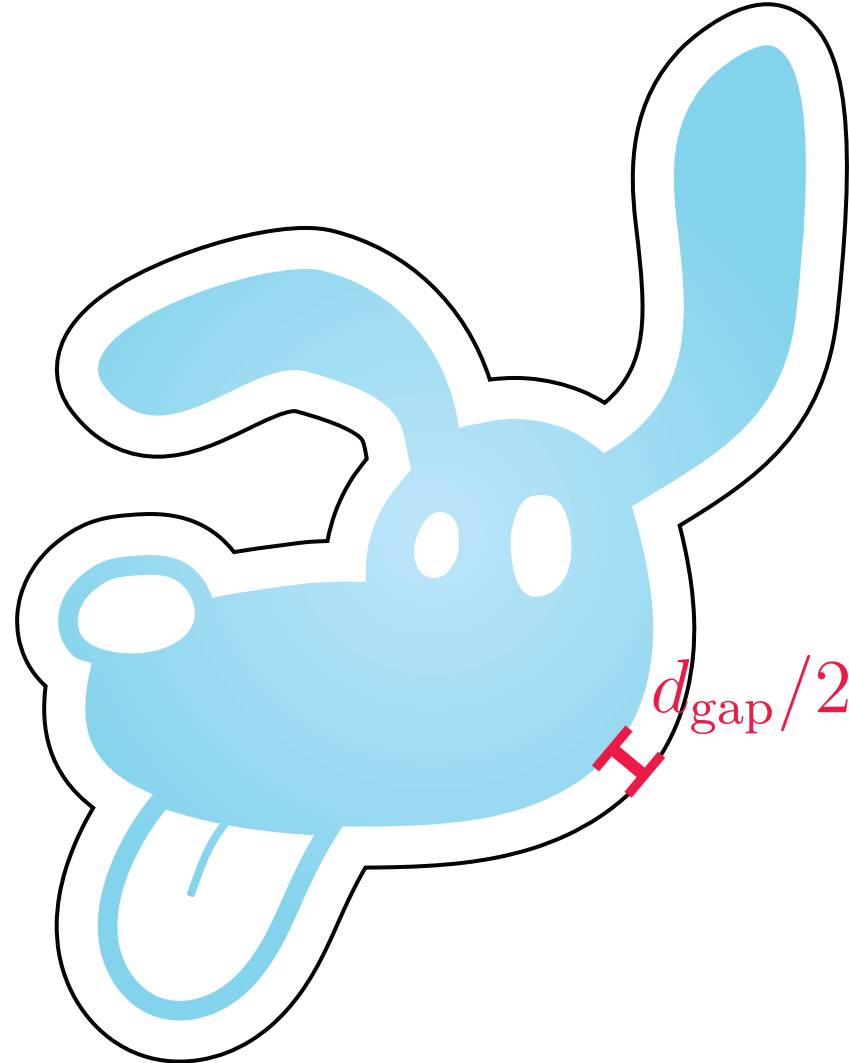


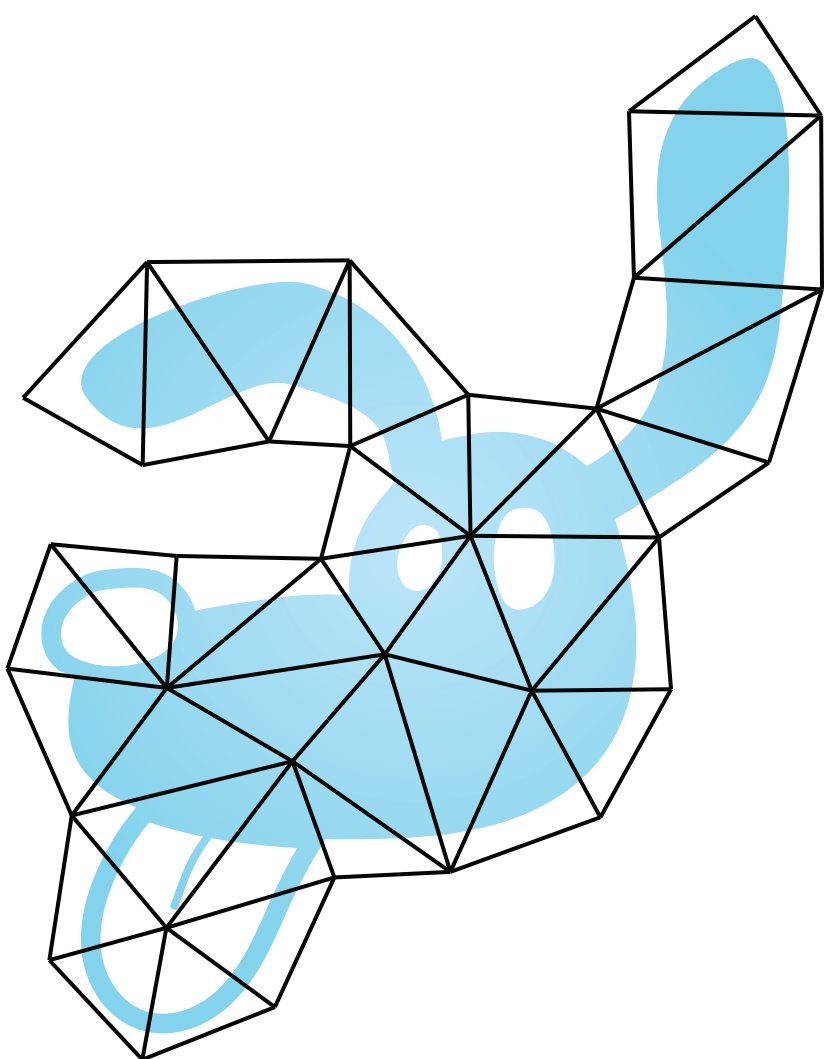
(a) Input Element



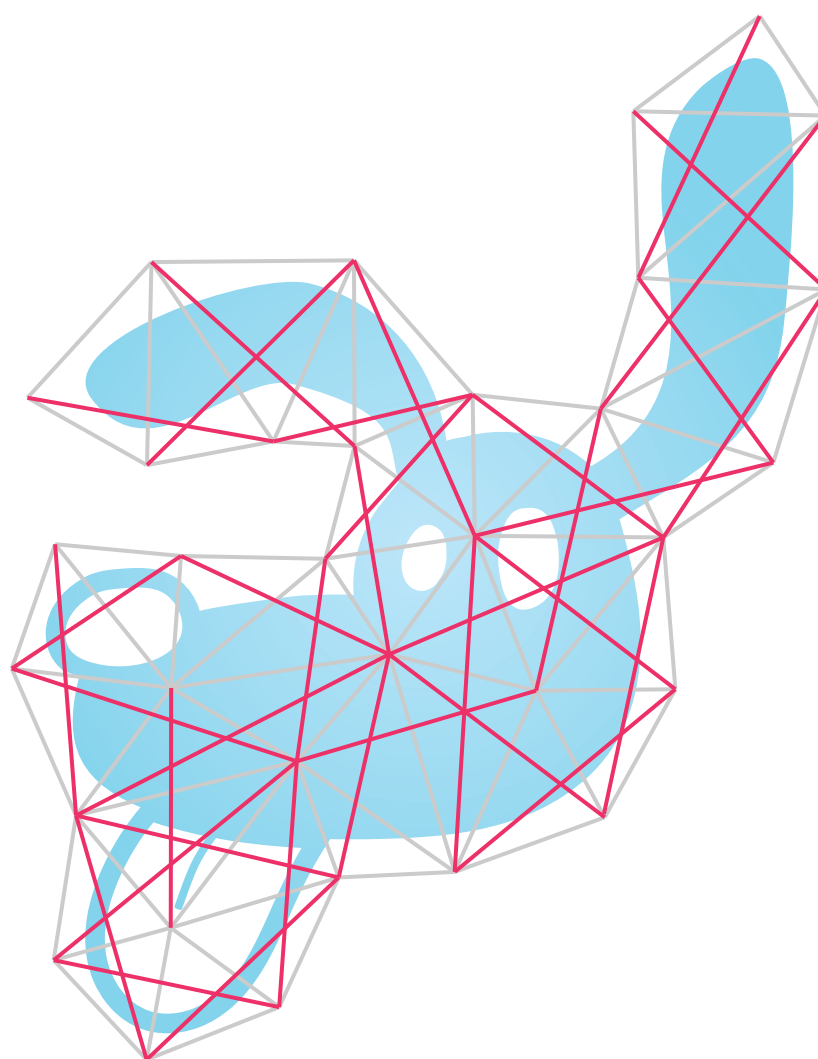
(b) Skin



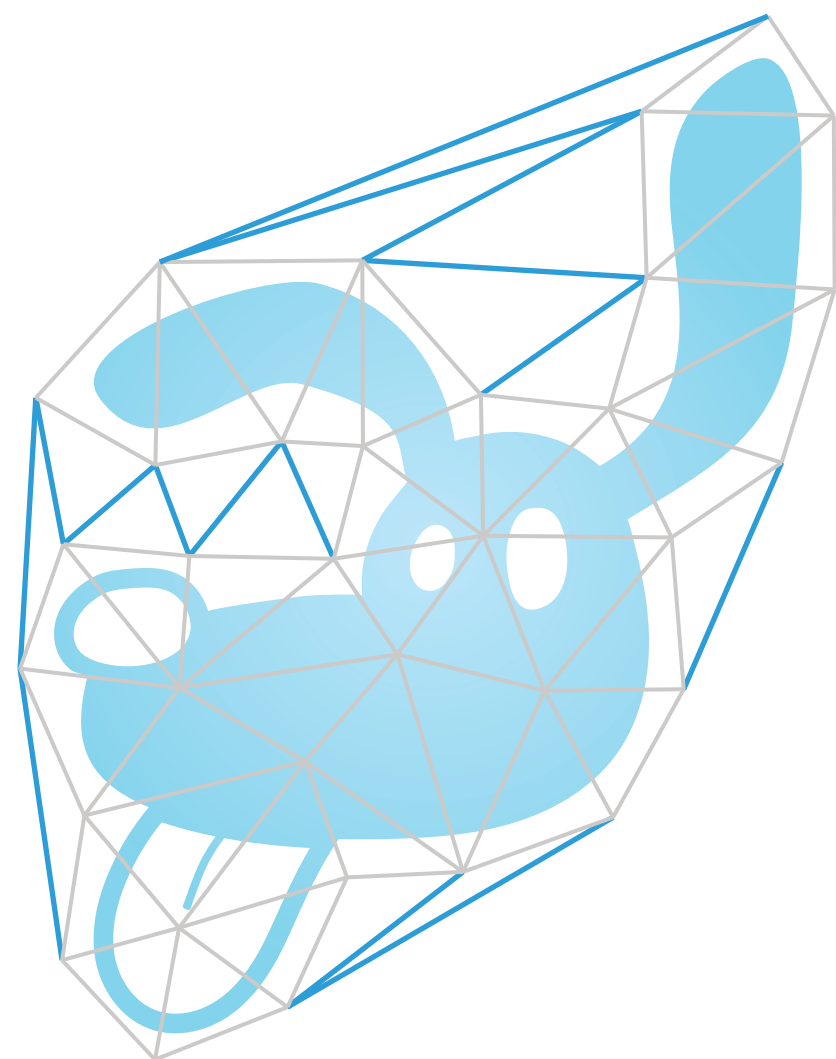
(c) Simple Polygon s'



(d) Triangle Mesh



(e) Shear Edges



(f) Negative Space Edges