

Start

```
graph TD; Start([Start]) --> Input[/Input Geometries/]; Input --> Union[Union]; Union --> Buffer[Buffer]; Buffer --> Return[/Return Geometry/]; Return --> End([End]);
```

This flowchart illustrates a sequential process for handling geometries. It begins with a 'Start' terminal, followed by an 'Input Geometries' process, then a 'Union' process, a 'Buffer' process, a 'Return Geometry' process, and finally an 'End' terminal. All steps are connected by downward-pointing arrows.

Input Geometries

Union

Buffer

Return Geometry

End