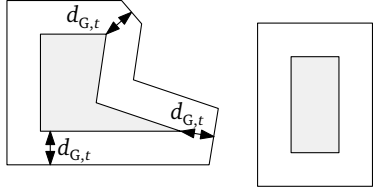


**(a)** Buffering using miter joins with distance  $d_{G,t}$



**(b)** Squaring if spikes are too long