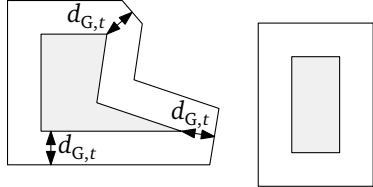


(a) Buffering using miter joins with distance $d_{G,t}$



(b) Squaring if spikes are too long