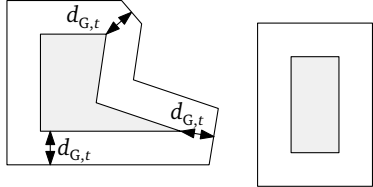


**(a)** buffering using miter joins with distance  $d_{G,t}$



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