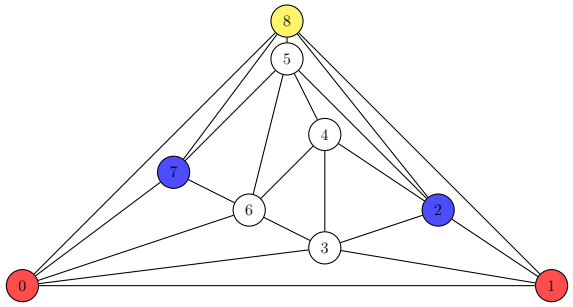
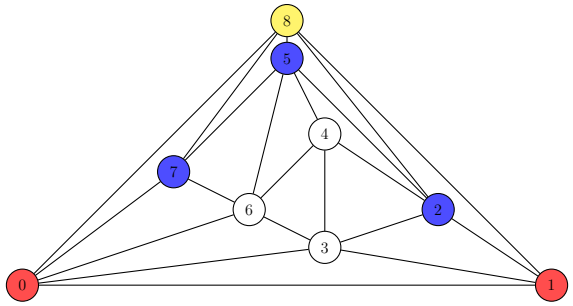


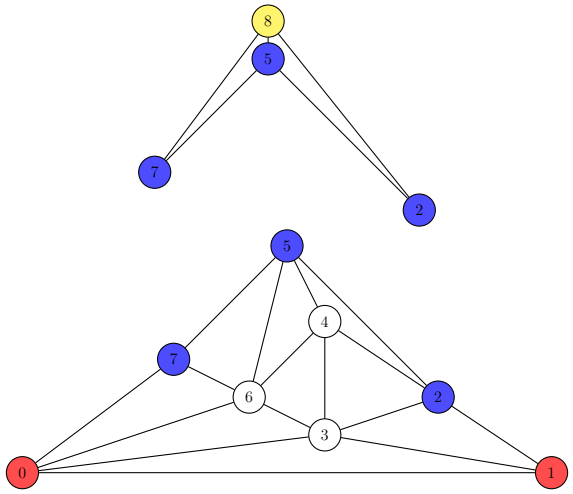
1) Initial coloring of outer face.



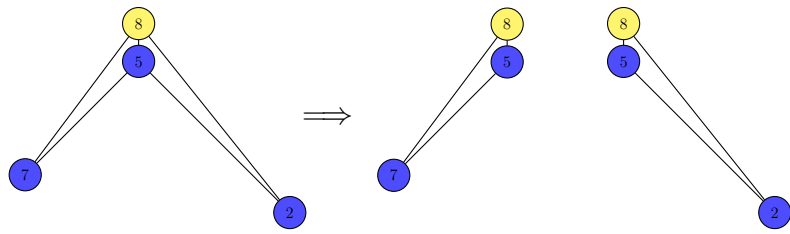
2) Find triangulating vertices.



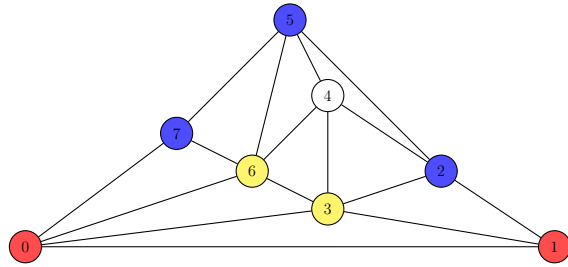
3) Find path.



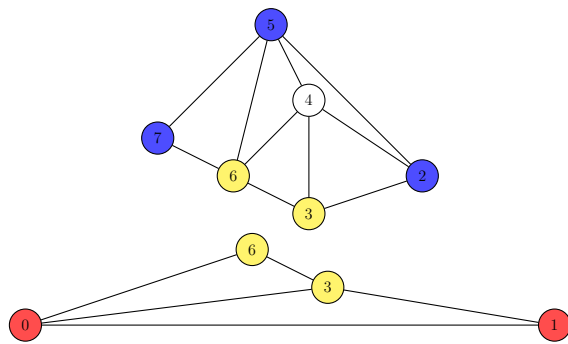
4) Split along path.



5) Recurse on bottom and split on bridging edge.



6) Recurse on bottom and find triangulation vertices.



7) Split along path.