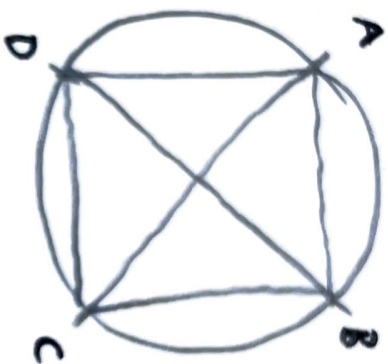
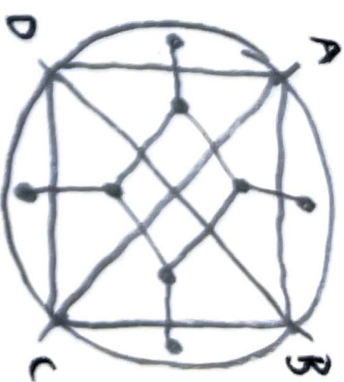




Divide into
Subregions



form all
possible intersections



Add vertex
to each subregion