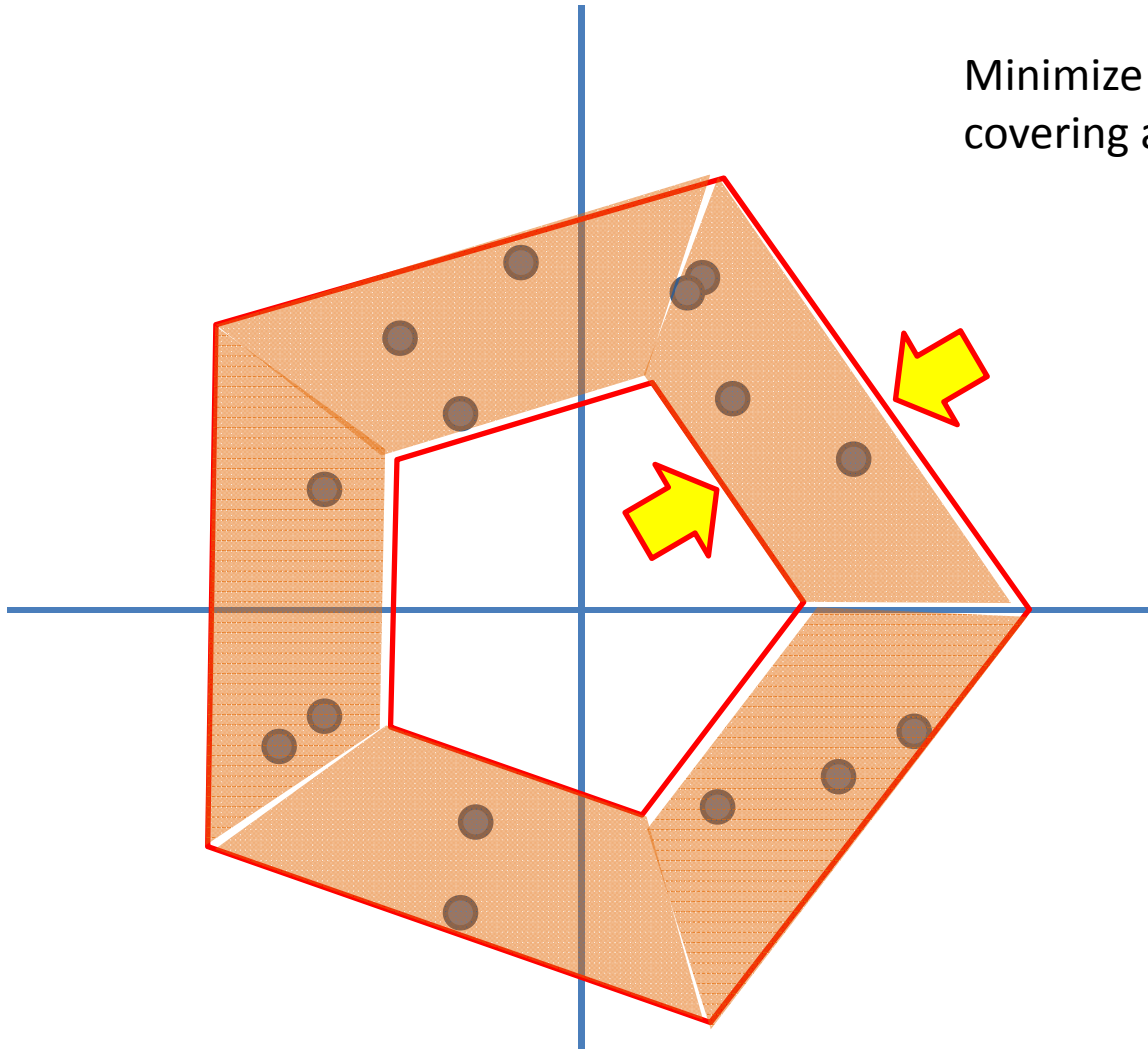
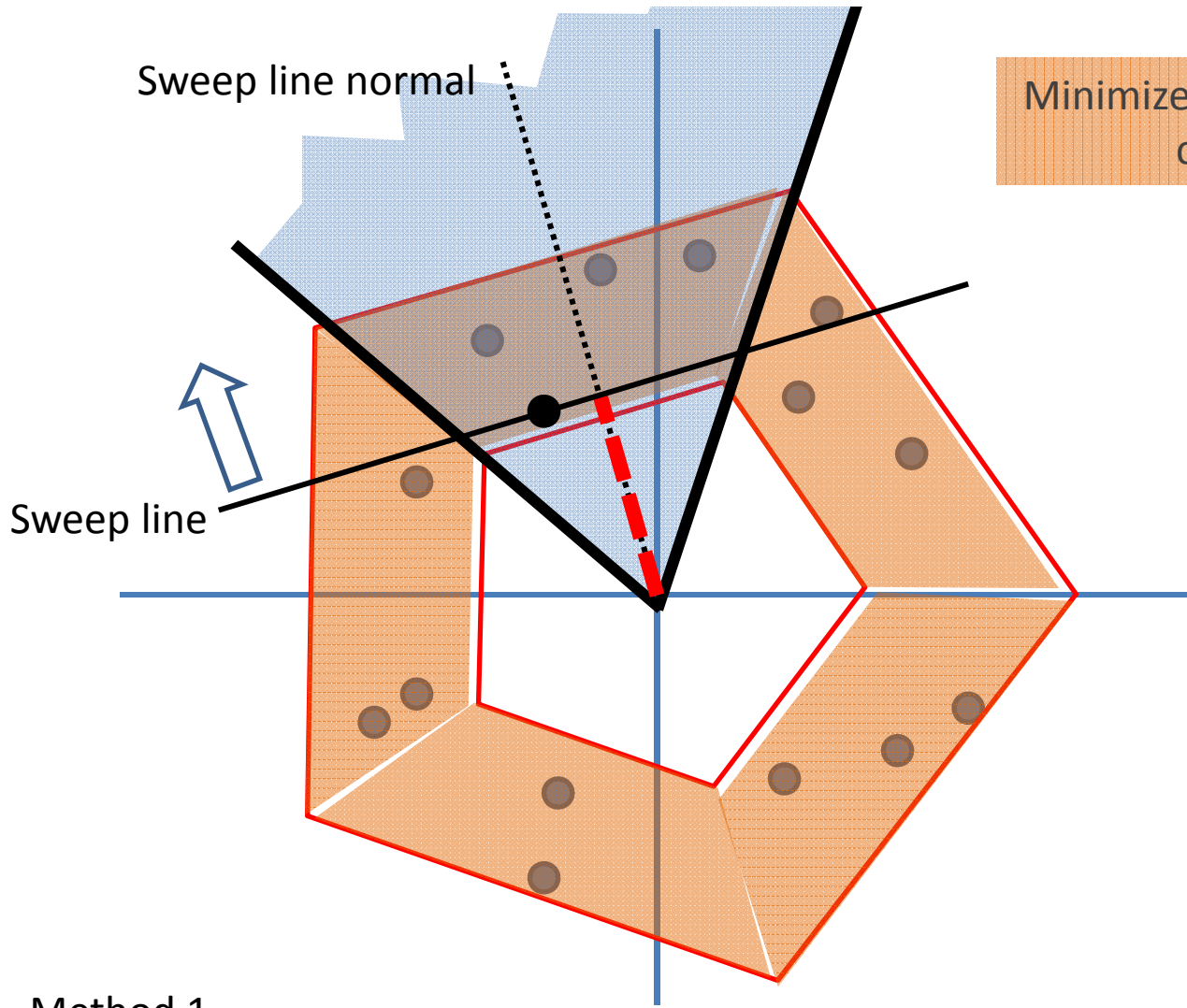


Minimize the thickness of the glyph covering all points





Minimize the thickness of the glyph covering all points

Method 1.

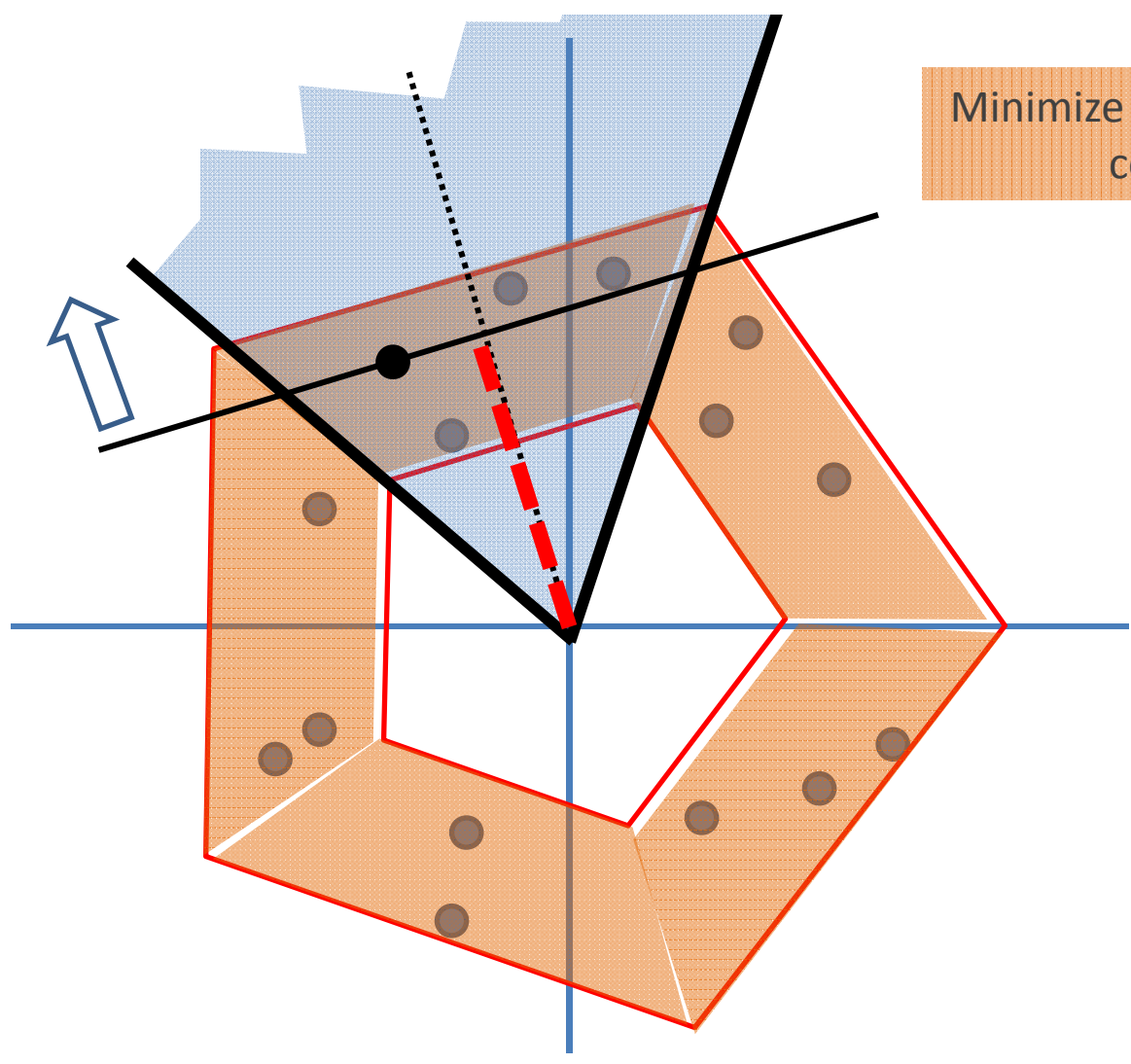
Process each of the 5 sections separately

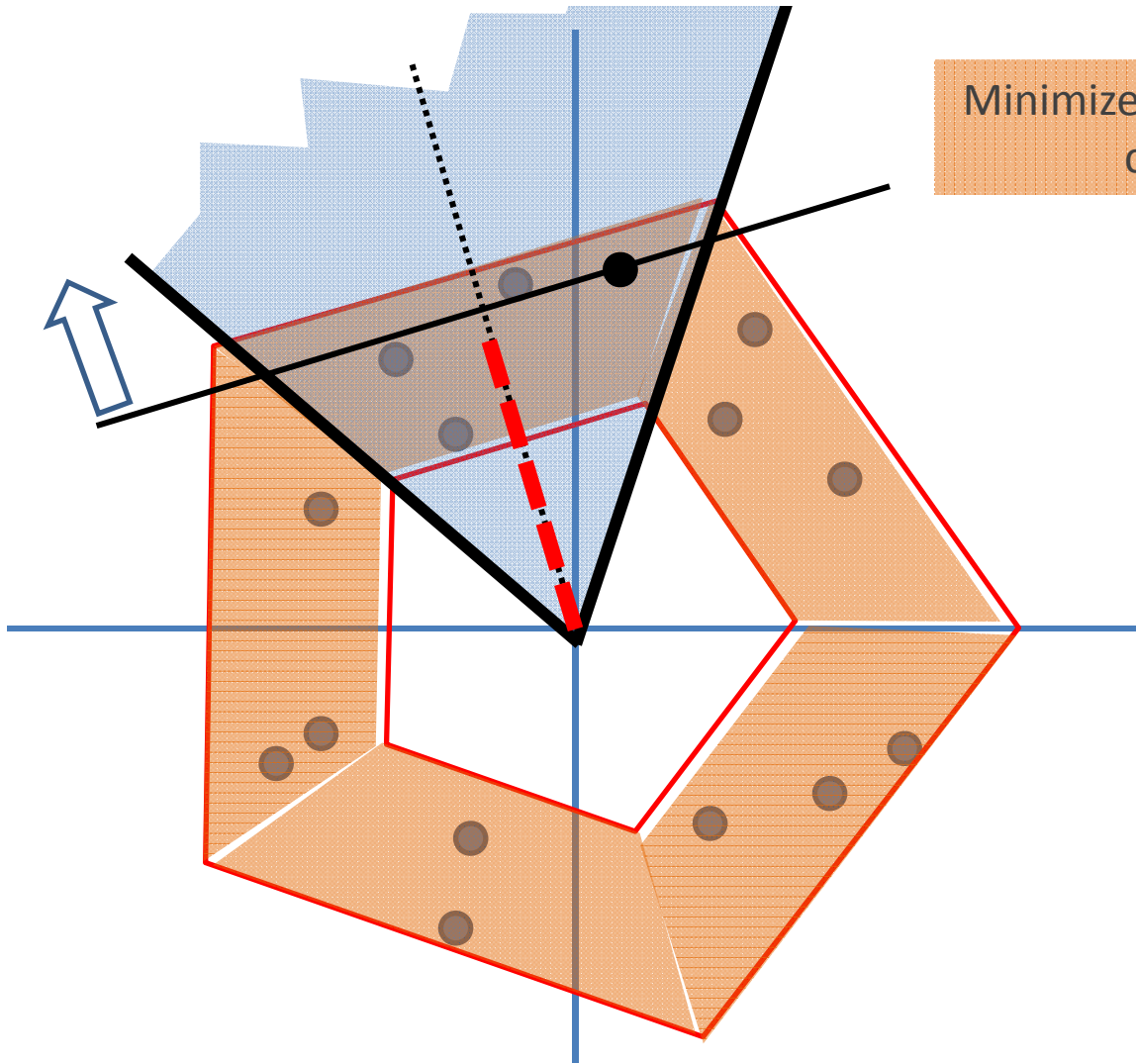
Drawback: In each section

==> The area to investigate (shaded) is different

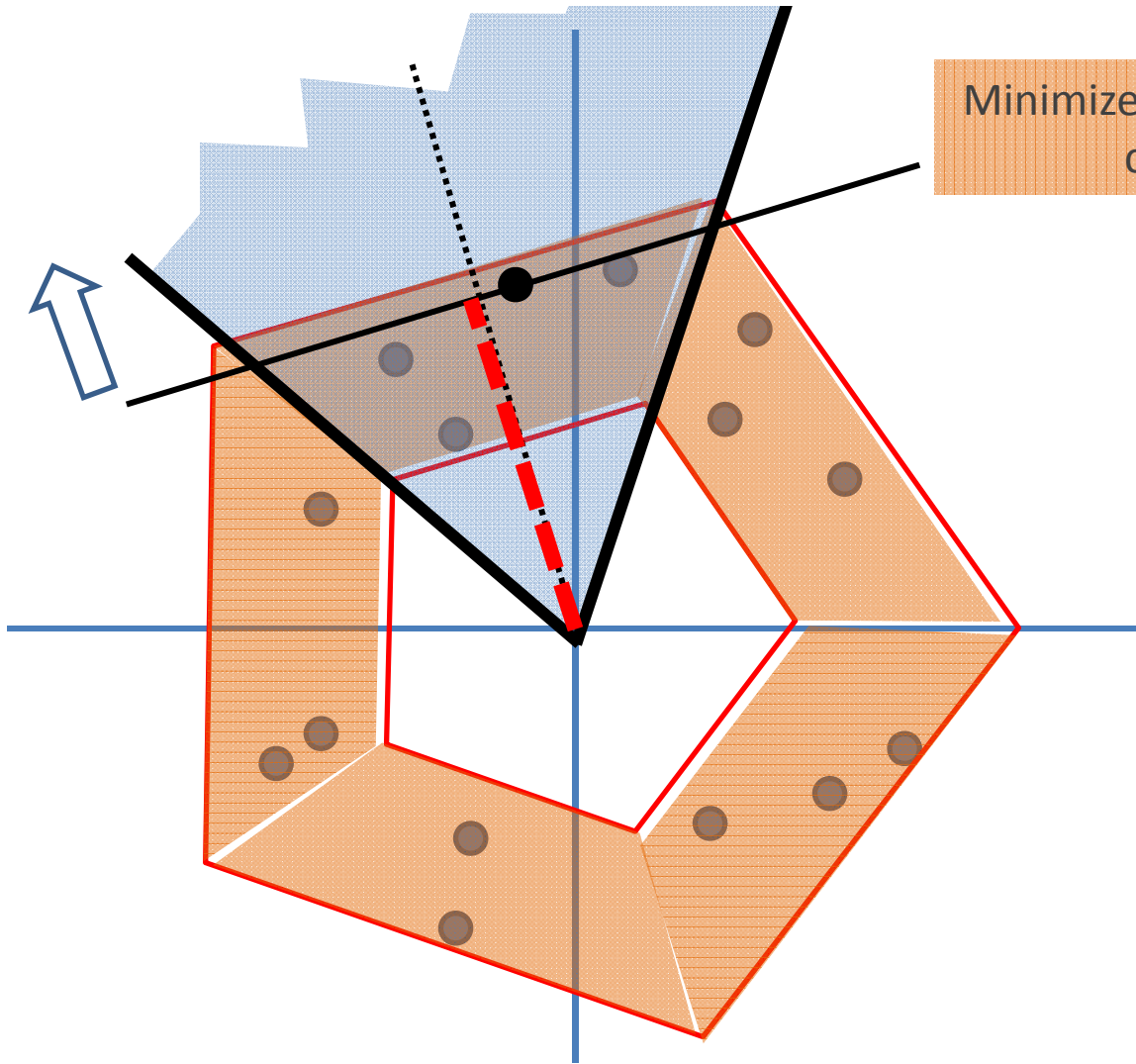
==> Sort the points along another sweep line normal

Minimize the thickness of the glyph covering all points

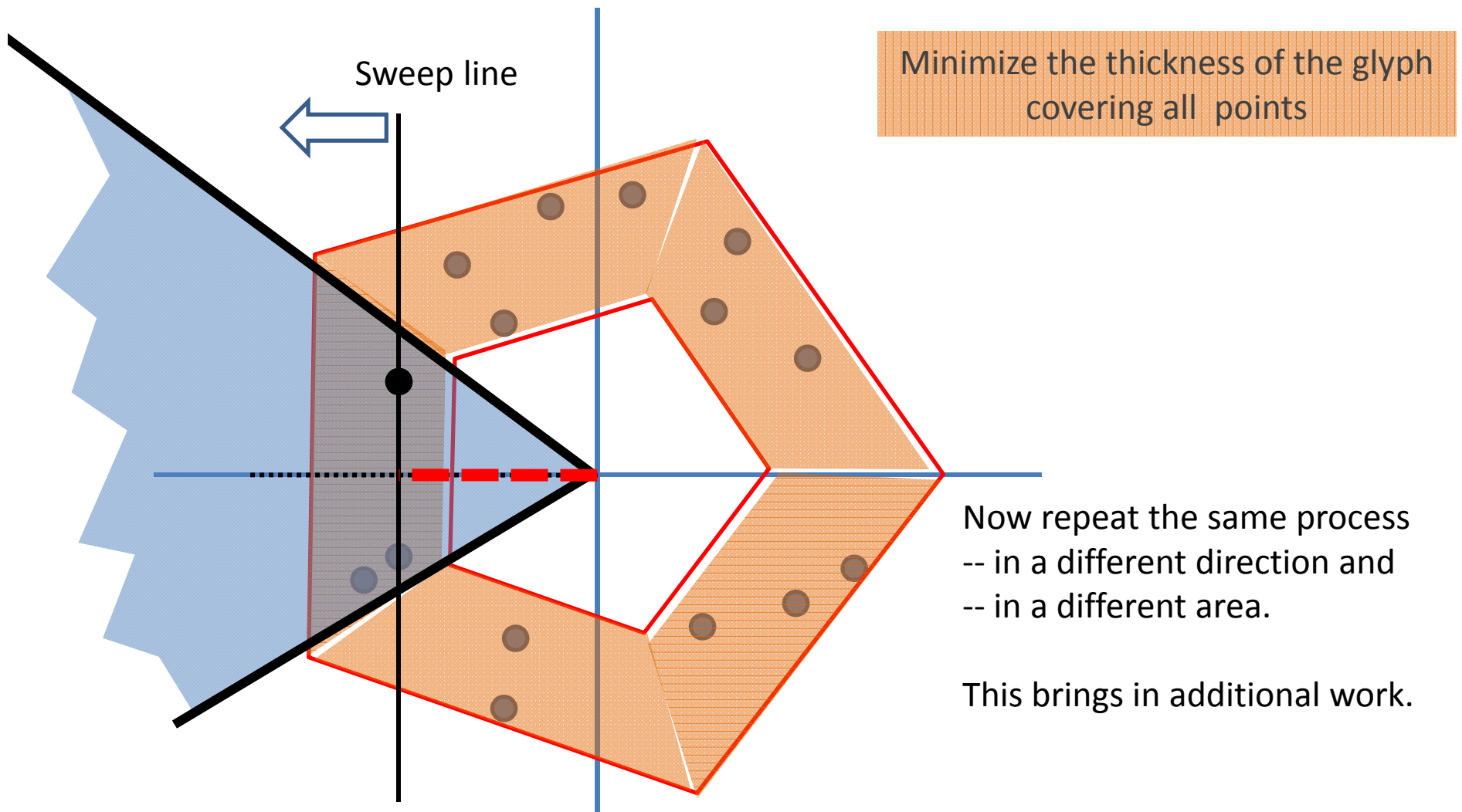




Minimize the thickness of the glyph covering all points



Minimize the thickness of the glyph covering all points



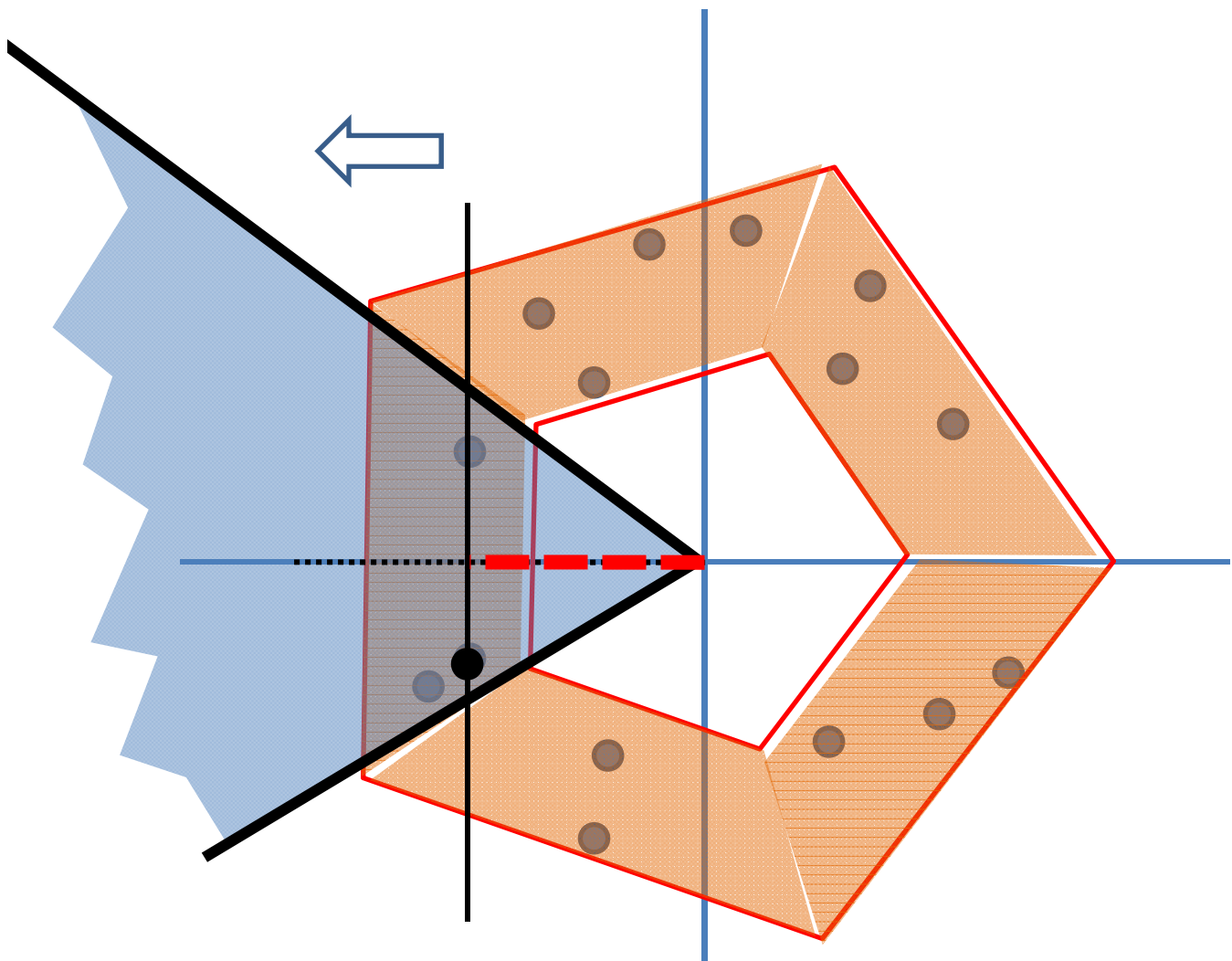
Method 1.

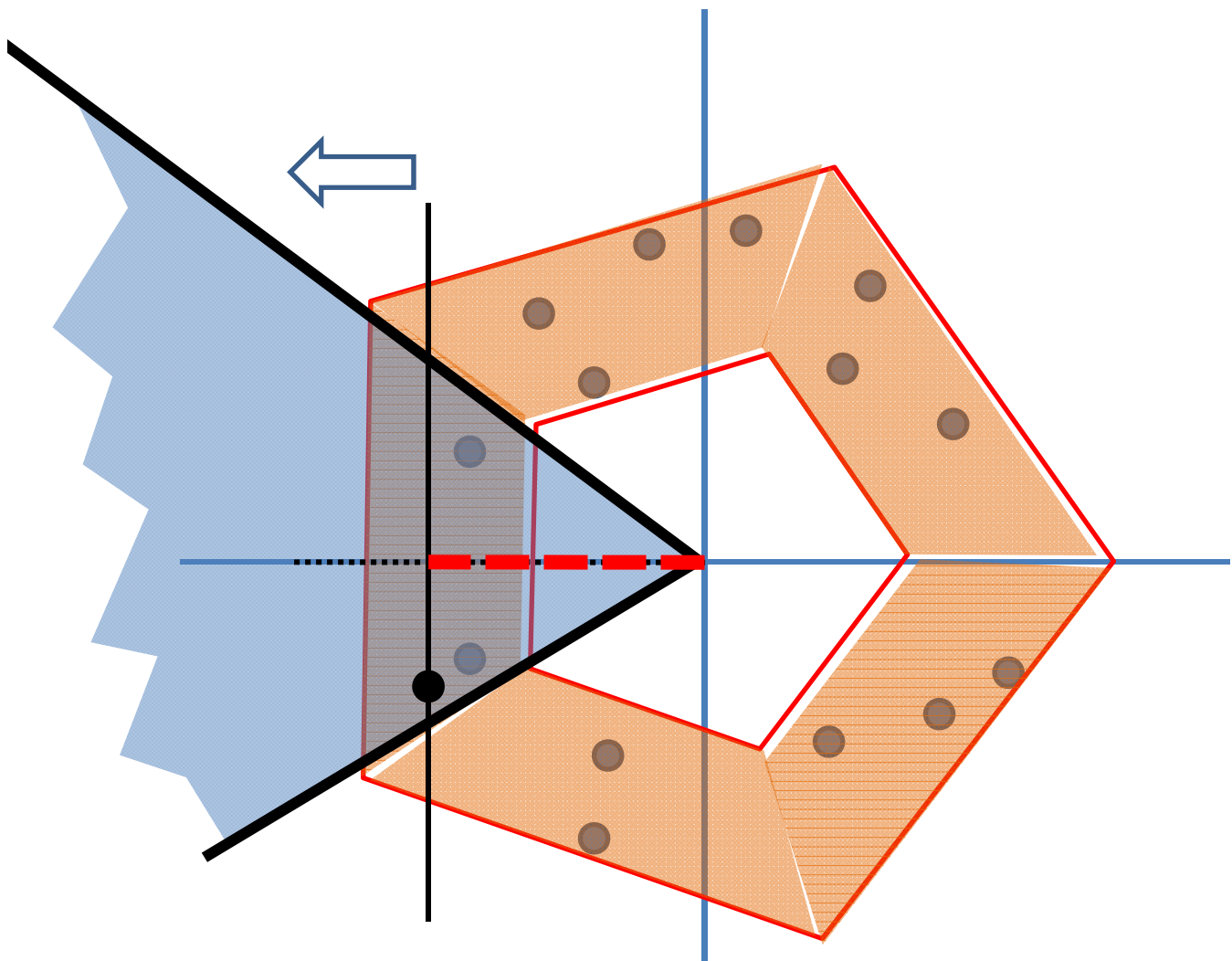
Process each of the 5 sections separately

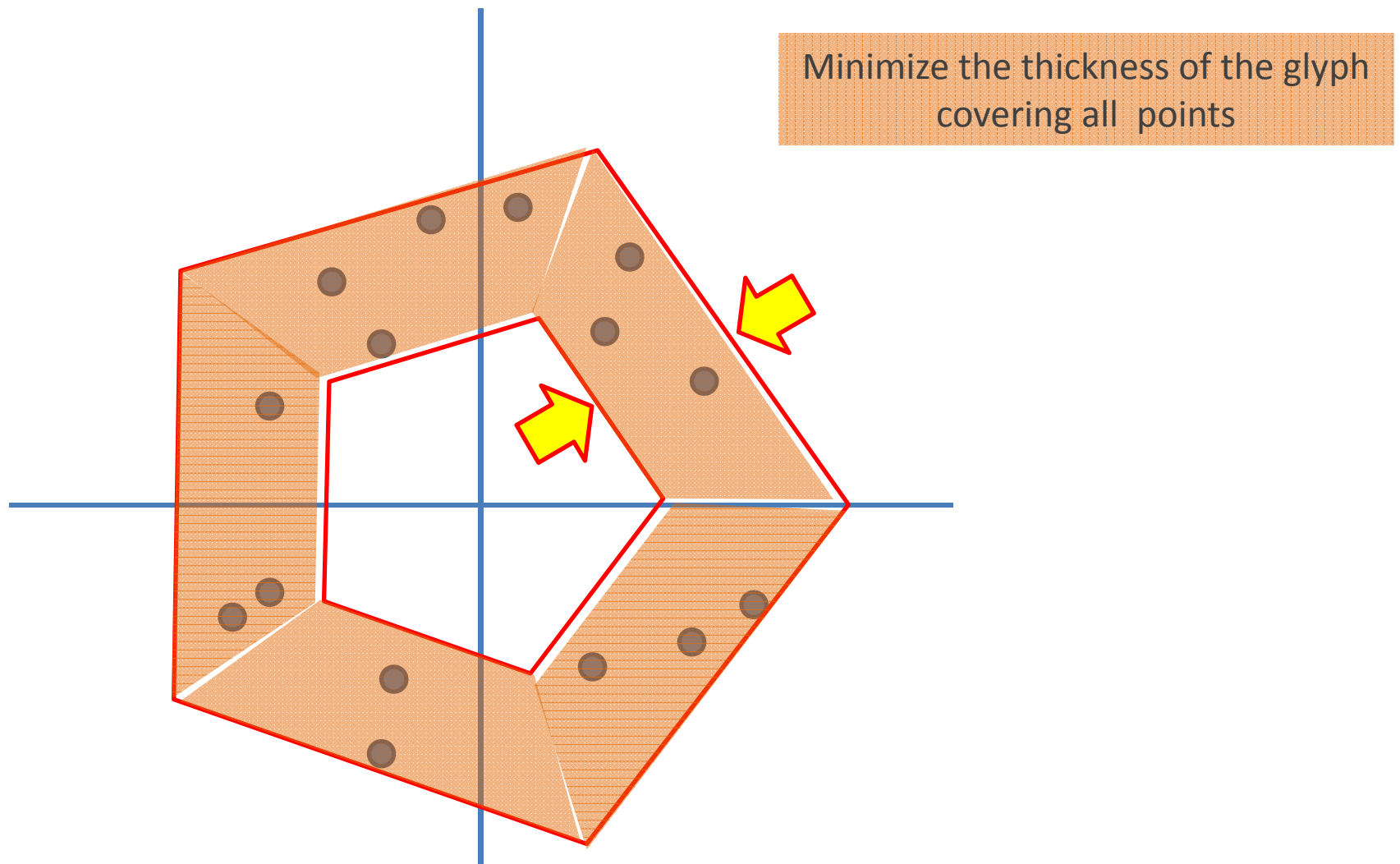
Drawback: In each section

==> The area to investigate (shaded) is different

==> Sort the nodes along another sweep line normal



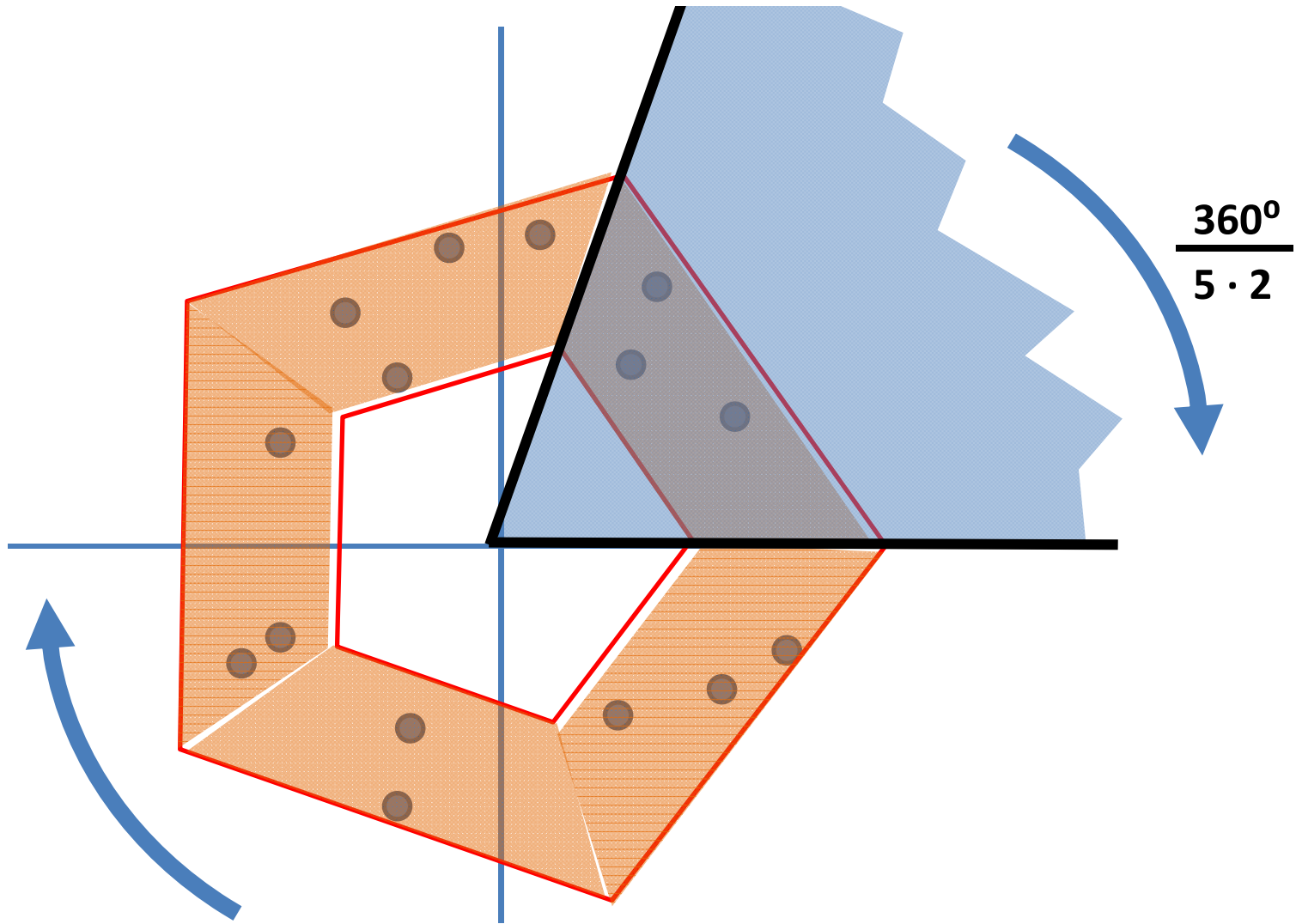




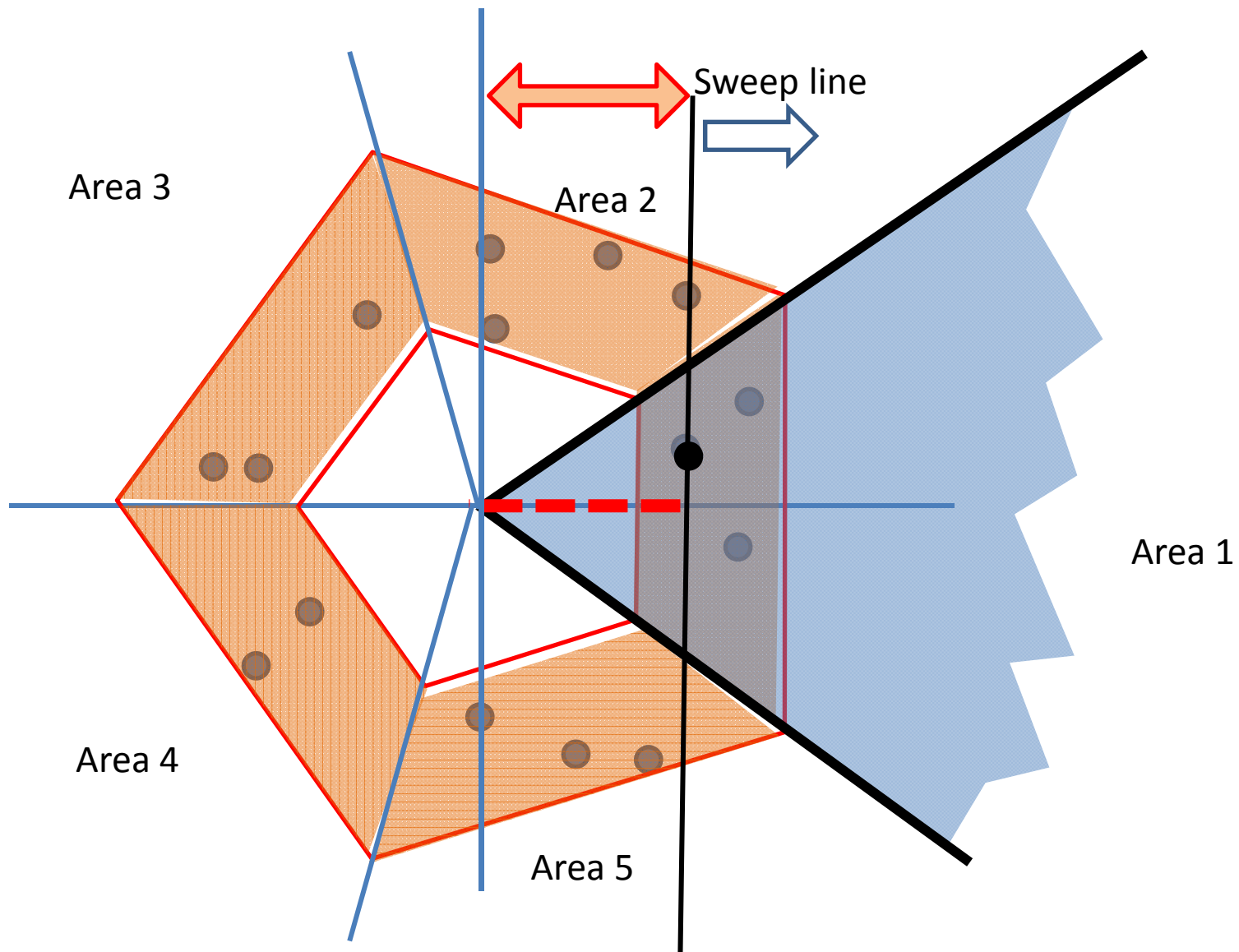
Method 2. Process each of the 5 sections in identical way.

Before processing the section, **rotate** the whole configuration into a fixed standard position.

Advantage: Problems of Method 1 are gone.

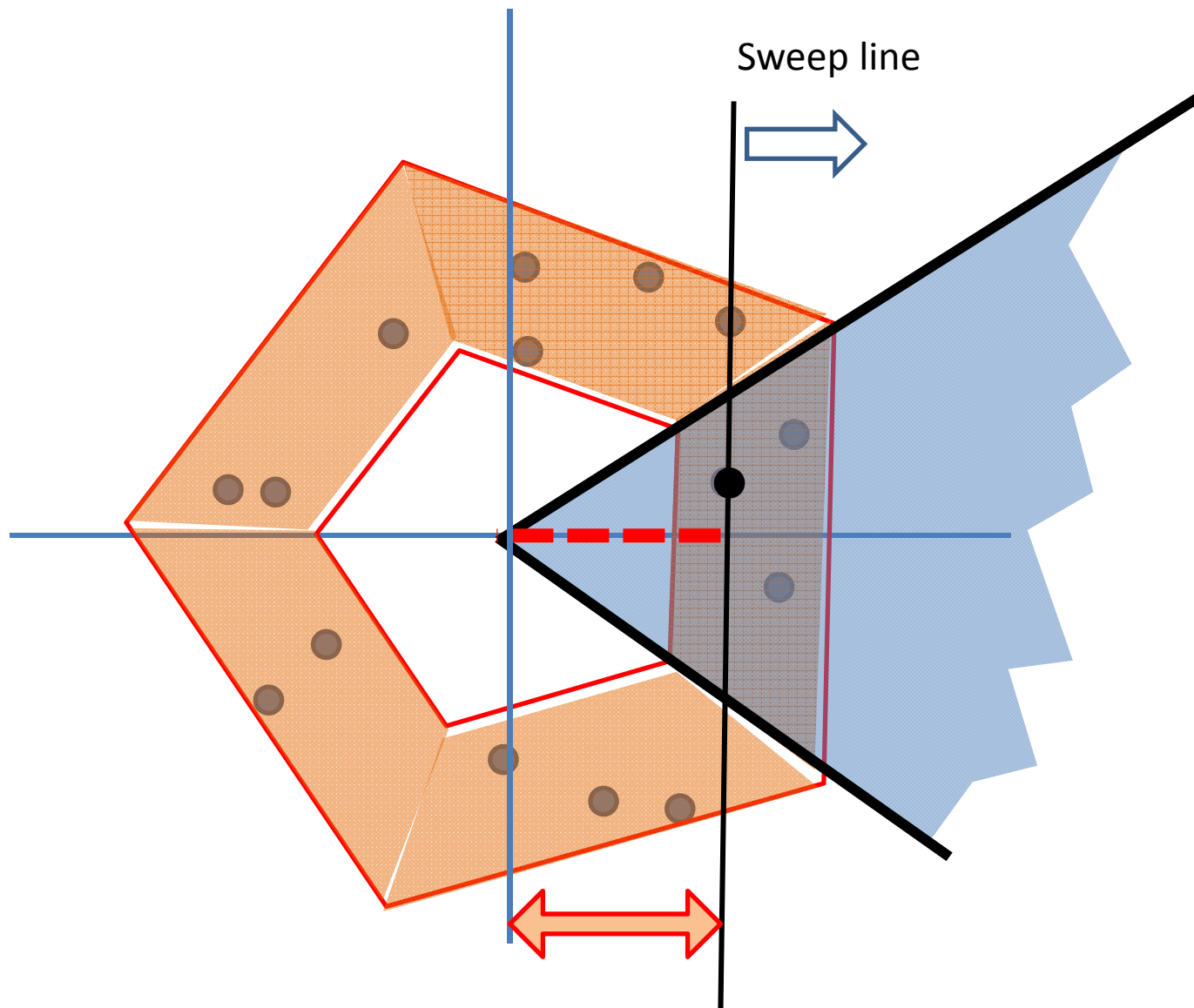


Rotate the whole configuration, points, glyph shape, everything.

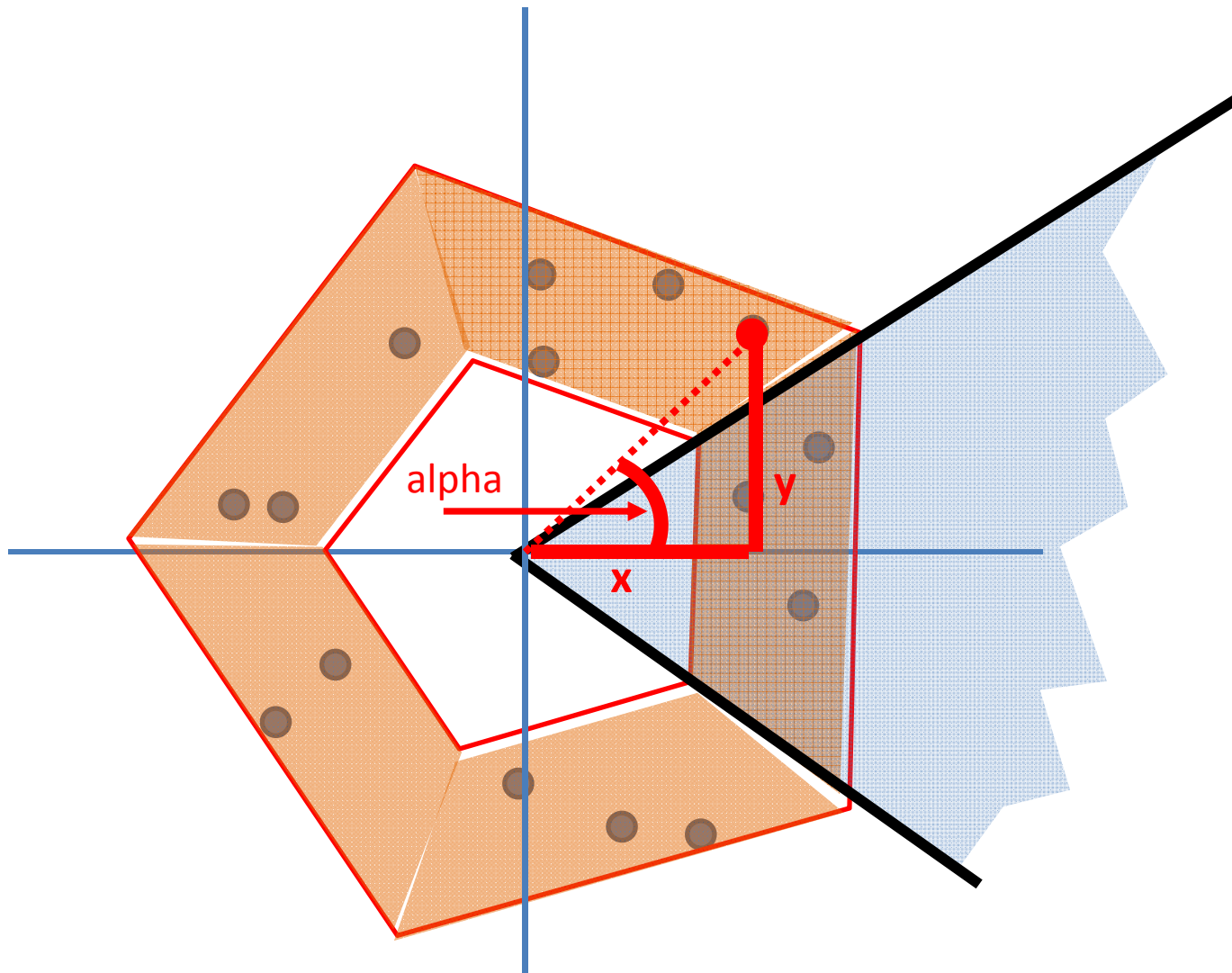


Lets this be the standard position.

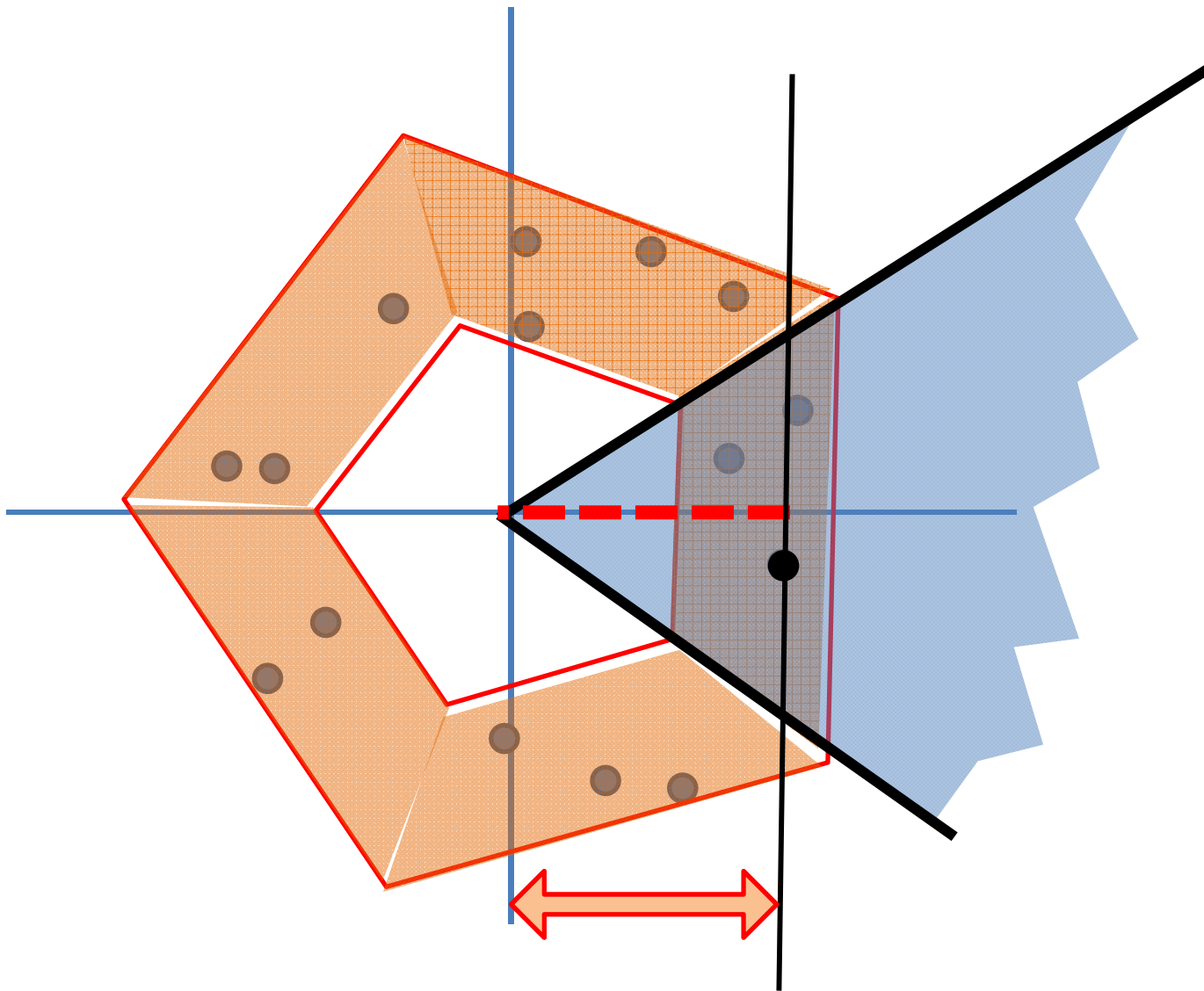
To explore the next area (to the left of the shaded one) just rotate again the whole configuration by $360/5$ degrees to the right and repeat the investigation in the shaded area.

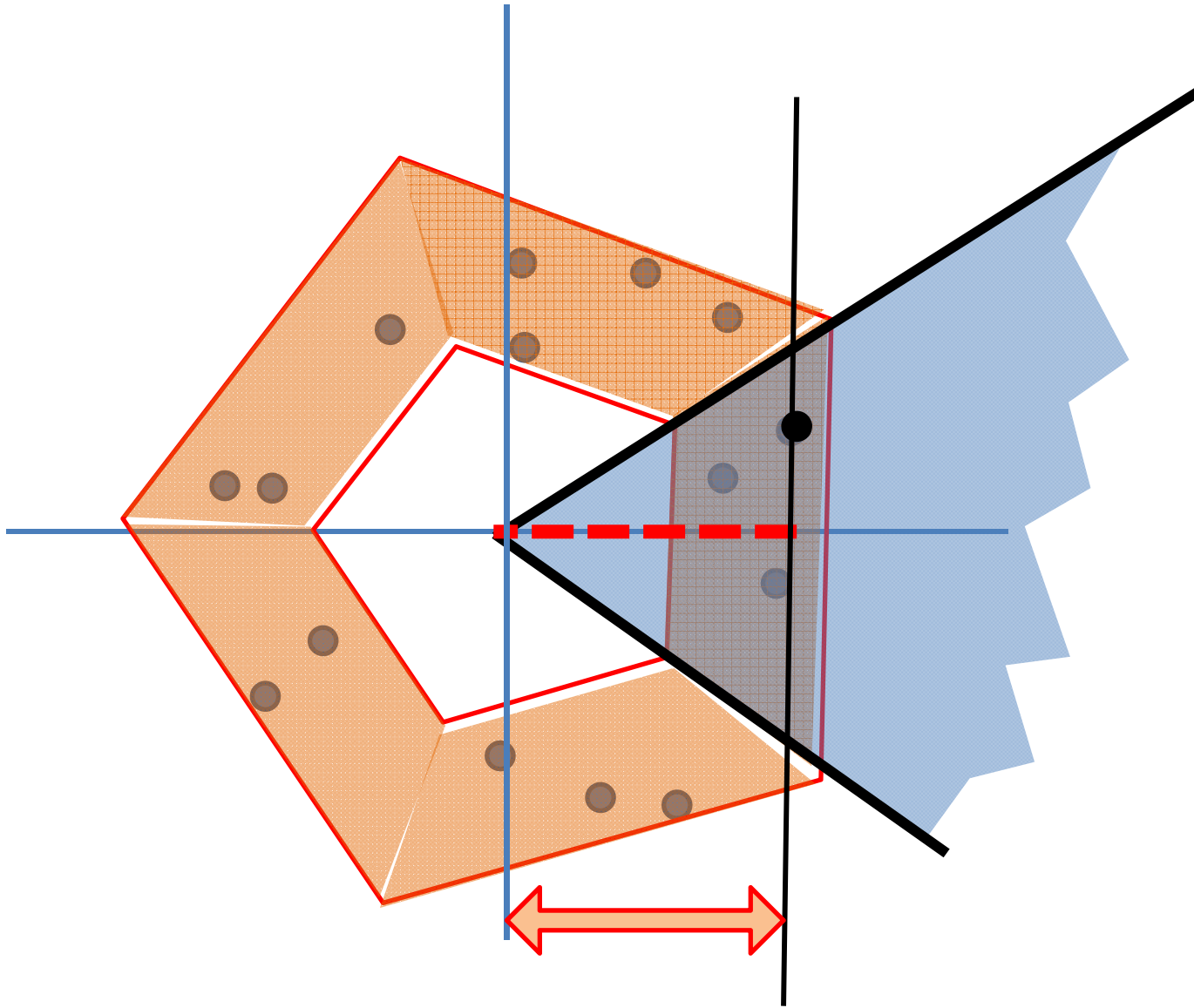


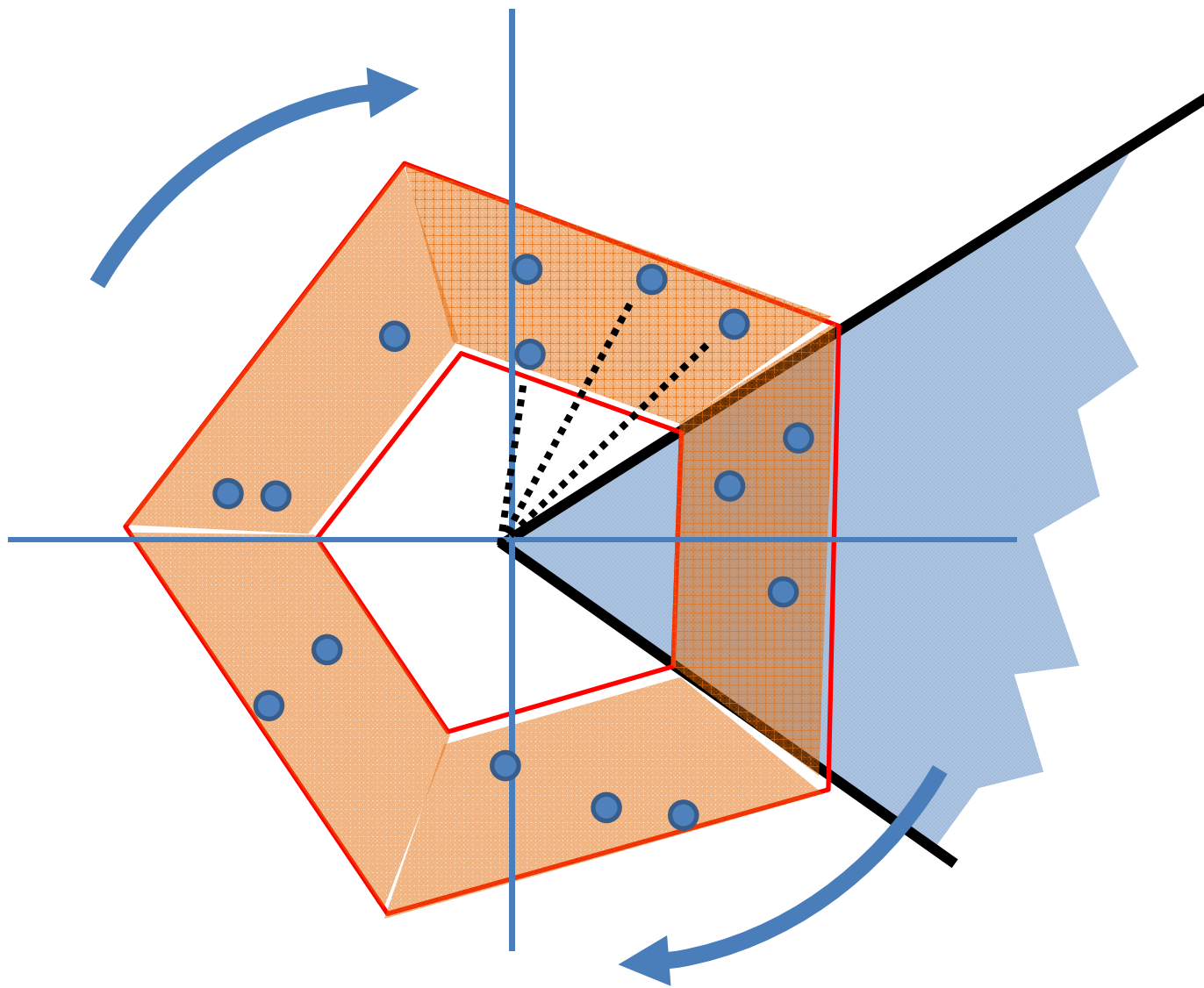
The points in the current (shaded) area can be processed in left->right order, according to their x-coordinate ==> no need of additional special sorting.



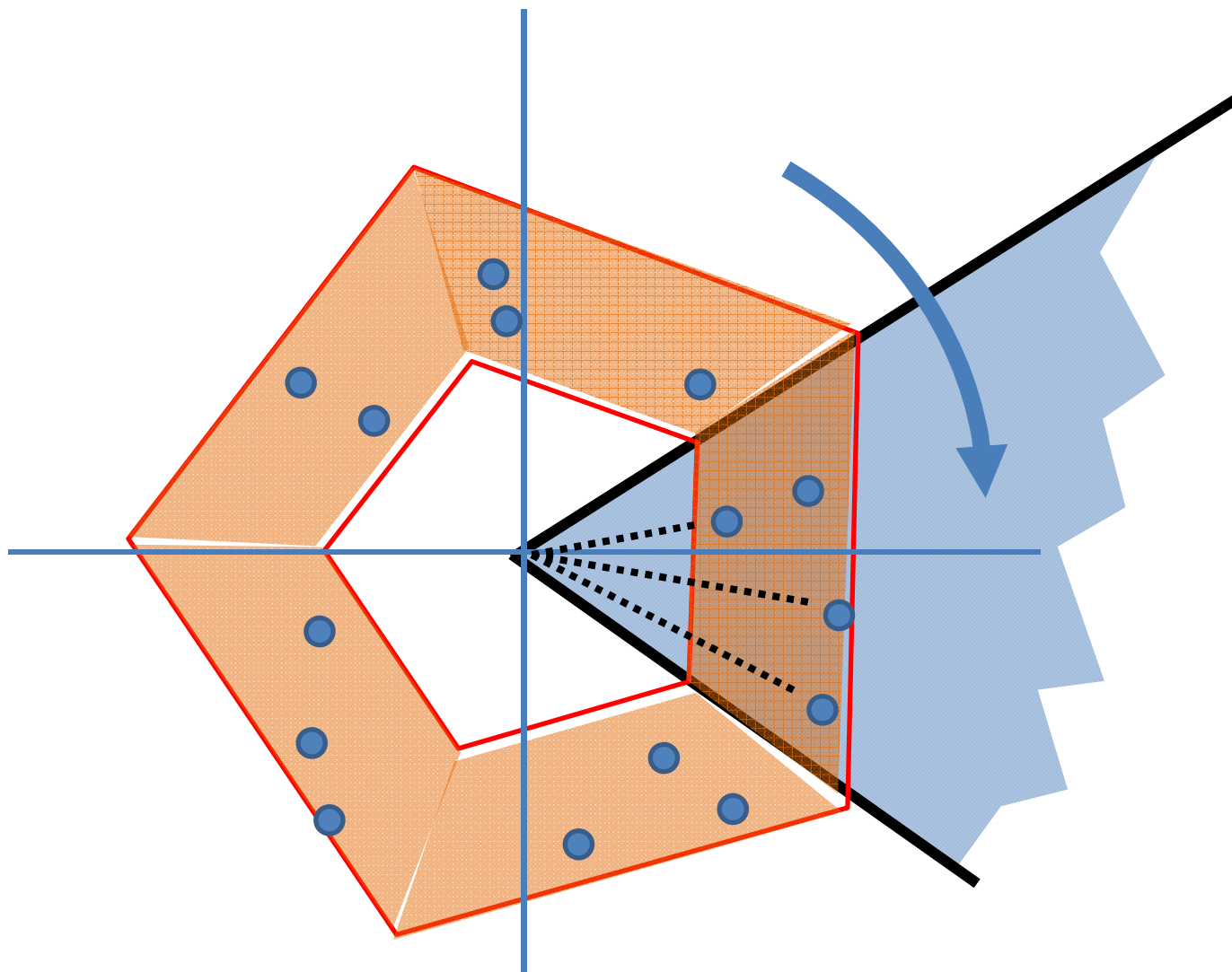
A node (x,y) is outside the area (= do not process it) when $\text{abs}(x/y) == \text{tg}(\alpha) > \text{tg}(360^\circ/10)$.
Again, such node is recognizable very easily.



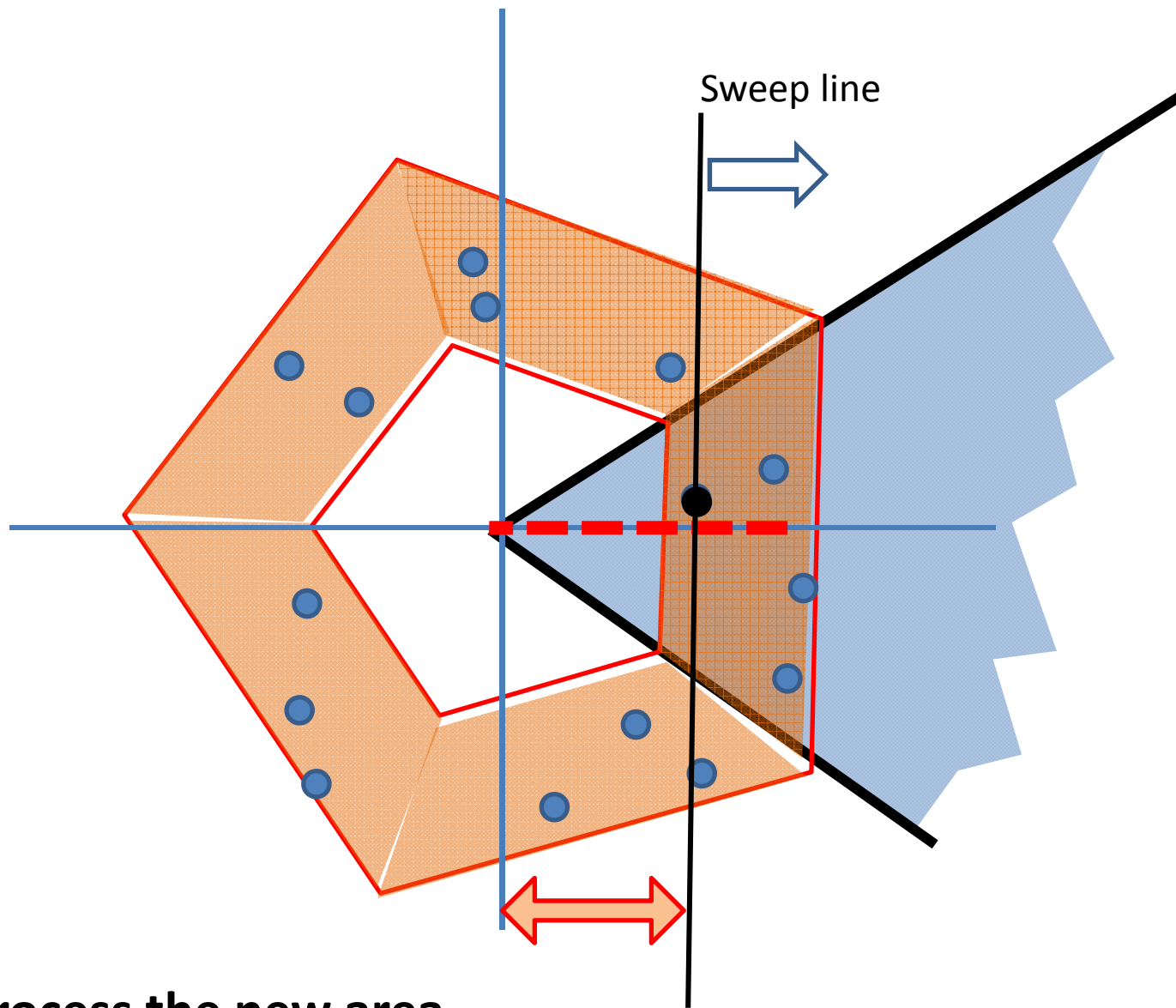




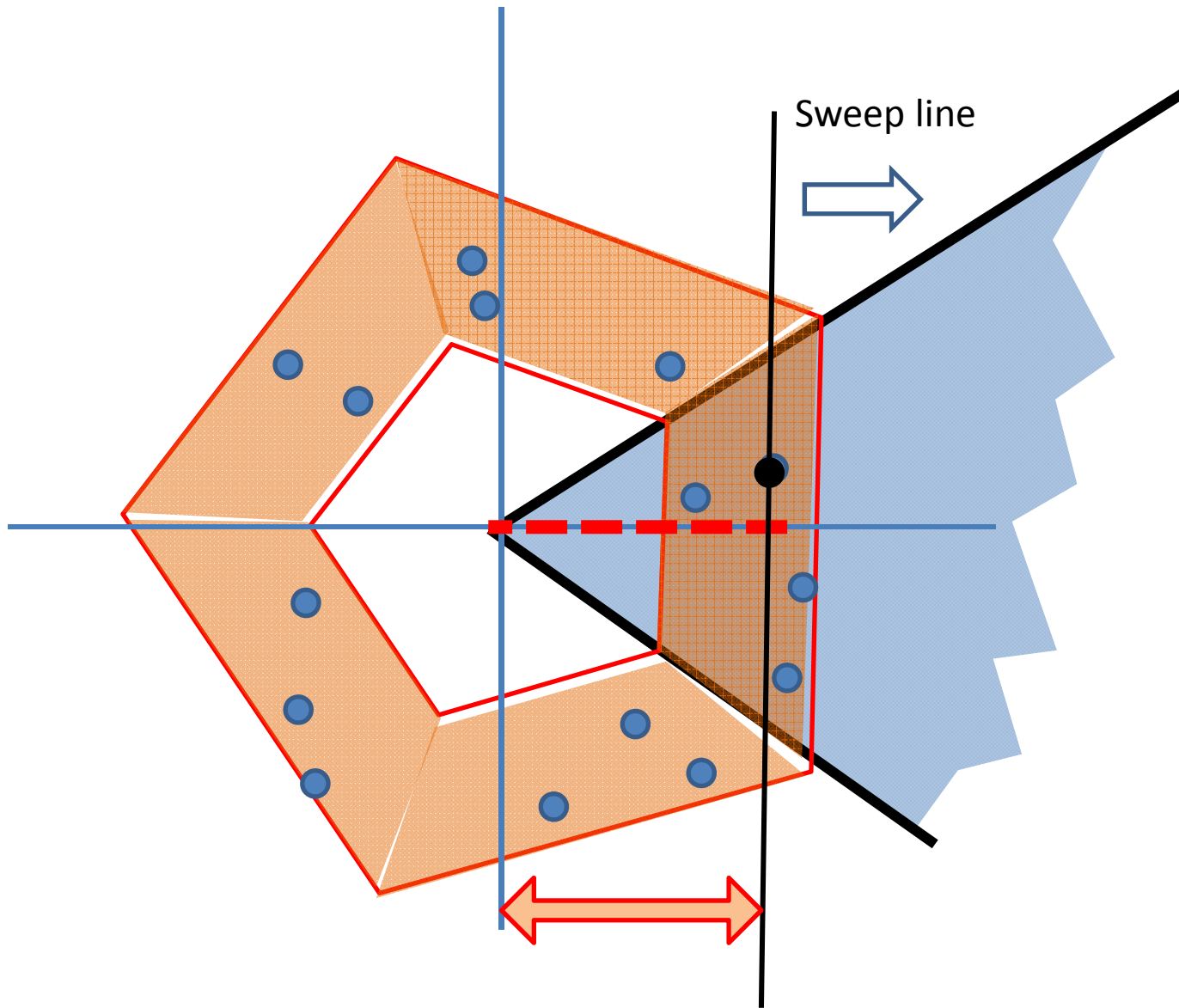
Rotate only points by $360^\circ / \text{\#sides}$



Rotate only points by $360^\circ / \#sides$



**Process the new area
(= segment of the glyph and the corresponding points)
identically as before.**



Etc...