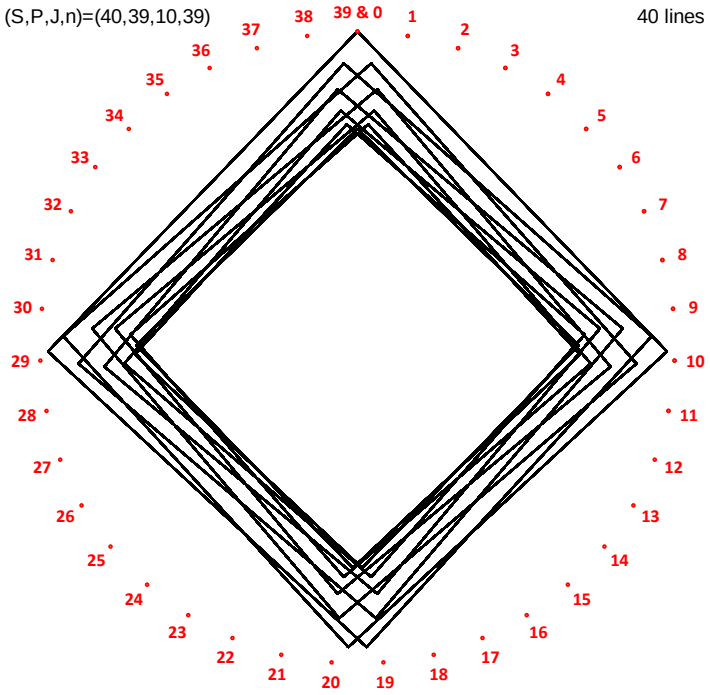
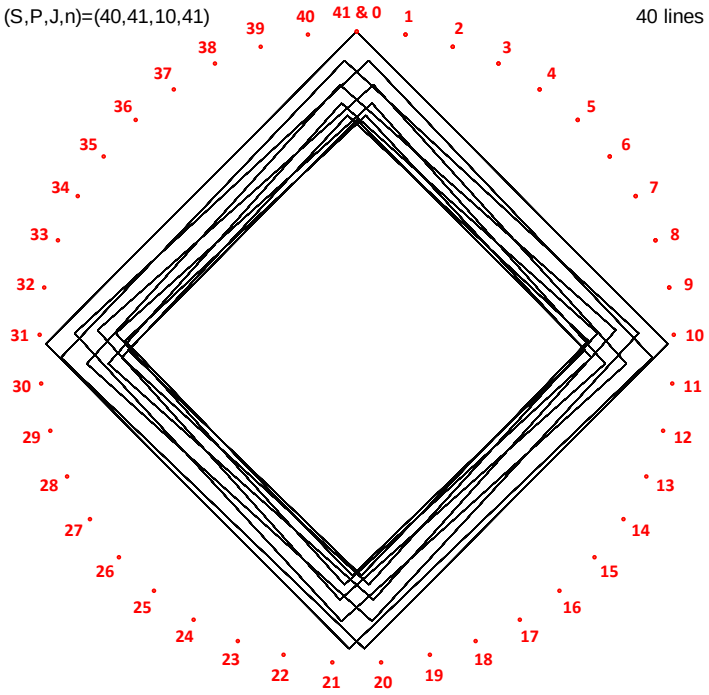
The Relative Size of *S* and *P* in Quivering Polygons





Quivering polygons are created by having ***P*** = ***n*** just above or just below ***S*** which is a multiple of ***J***. The two 40-line images we have focused on are shown side by side above. The one on the left has ***P*** = 39 < 40 = ***S*** and on right ***P*** = 41 > 40 = ***S***.

All images are based on the subdivision points on the vertex frame. When ***P*** < ***S*** at least some part of the vertex frame will be in the final image because two endpoints are on the same part of the vertex frame. By contrast, if ***P*** > ***S*** this will not be the case because each subsequent point MUST be on a different part of the vertex frame.

Both scenarios are seen by comparing images above with their vertex frames below. The difference is apparent in the lines emanating from 39&0 and 41&0 in each image. The 1st and 40th line segment in the upper left are on the 1st and 39th part of the vertex frame (from 0 to 10 and 29 to 39). Those same segments in the upper right are below the first and last part of the vertex frame from 0 to 10 and 31 to 41. (They are on segment from 10 to 20 and 21 to 31 since ***P*** = ***S***+1).