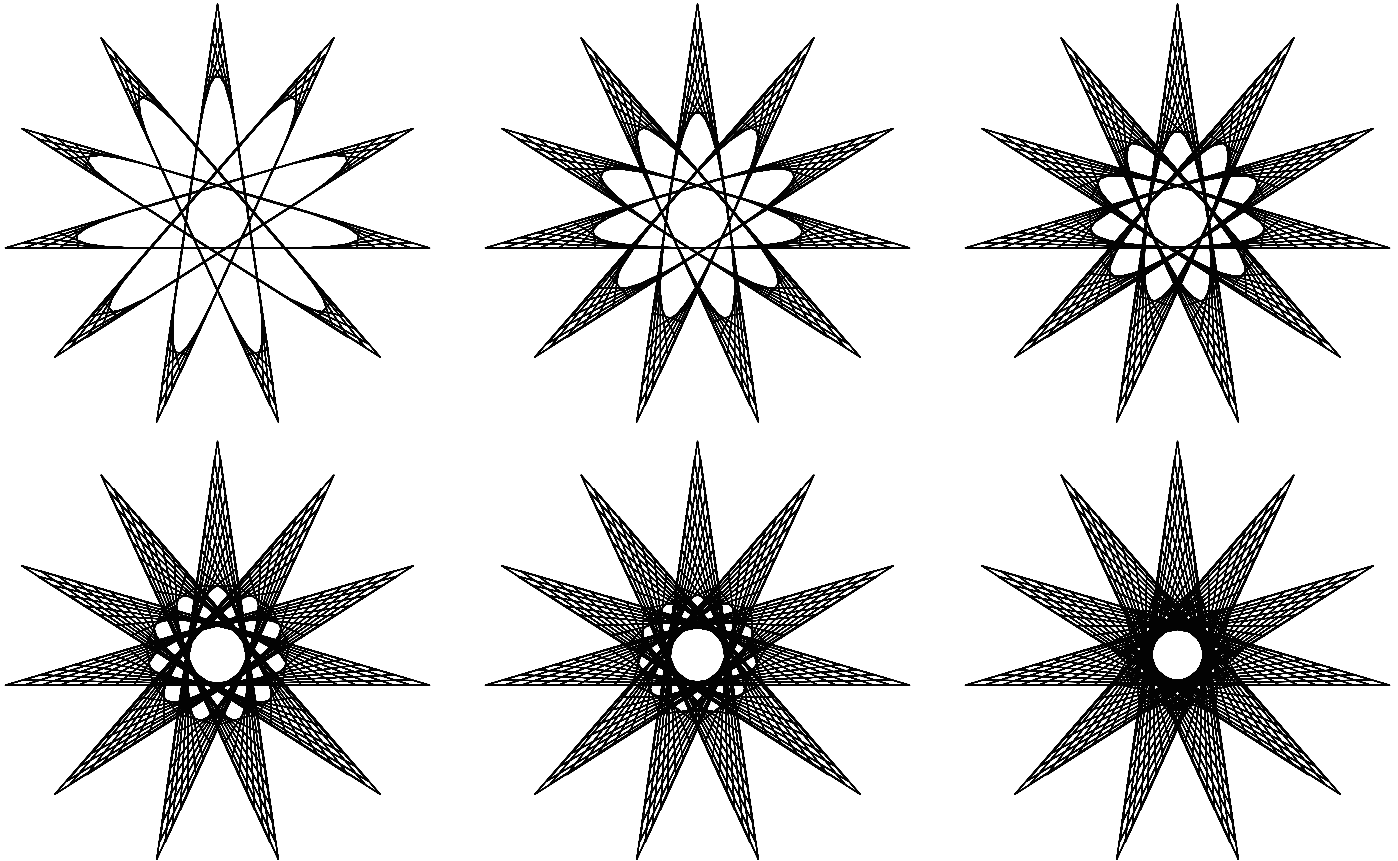


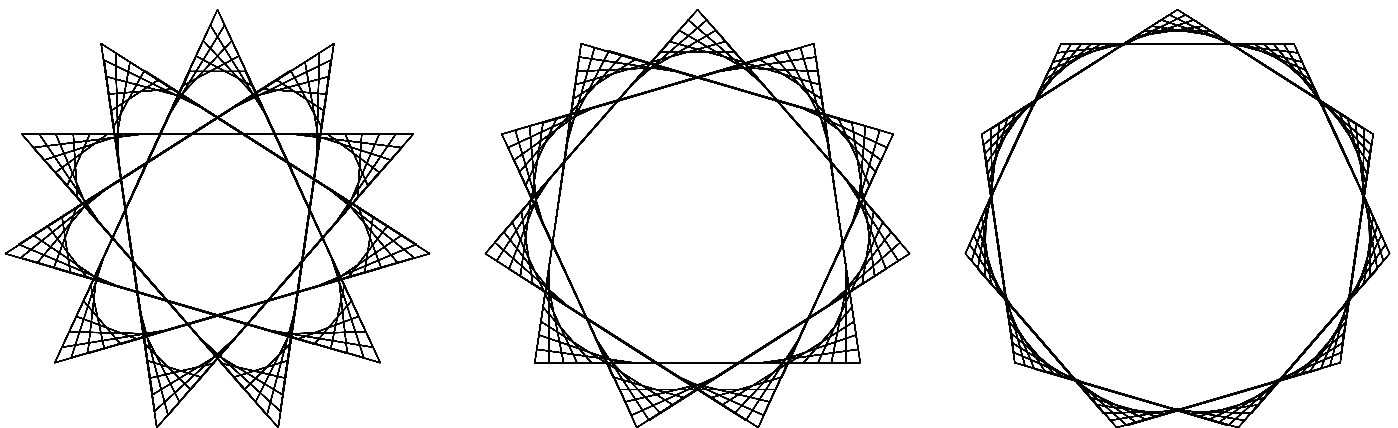
Curved-tip Stars

Curved-tip stars are images that use the vertex frame to create curved angles at each point of the star. This is very much like having a classic [V-shaped image](#) at each point of the star. Such images are easy to create. All you need is $P < S$. The smaller is P relative to S (P/S is smaller), the smaller will be the curves at each vertex. Each of the first six images below has $n = 11$, $S = 23$ and $J = 5$. The top row from left to right has $P = 8, 12, 14$ and the bottom row has $P = 16, 17, 18$.



As P gets closer to S , each curve become harder to see, especially once $P/S > 0.7$ as there is no longer “white space” like in the final image above.

The bottom 3 images have the same n , S , and P as the upper left image but now we vary the size of J . As J changes from 4 to 3 to 2 and so does the value of P required to keep the internal intersections cleanly visible (you could check that the largest P where the first intersections occur as lines not curves is $P = 6$ for $J = 4$ and 3 but $P = 7$ for $J = 2$).



Curved-tip polygons are created if $J = 1$. In this instance, the inside image is most “circle-like” when P is close to half of S .