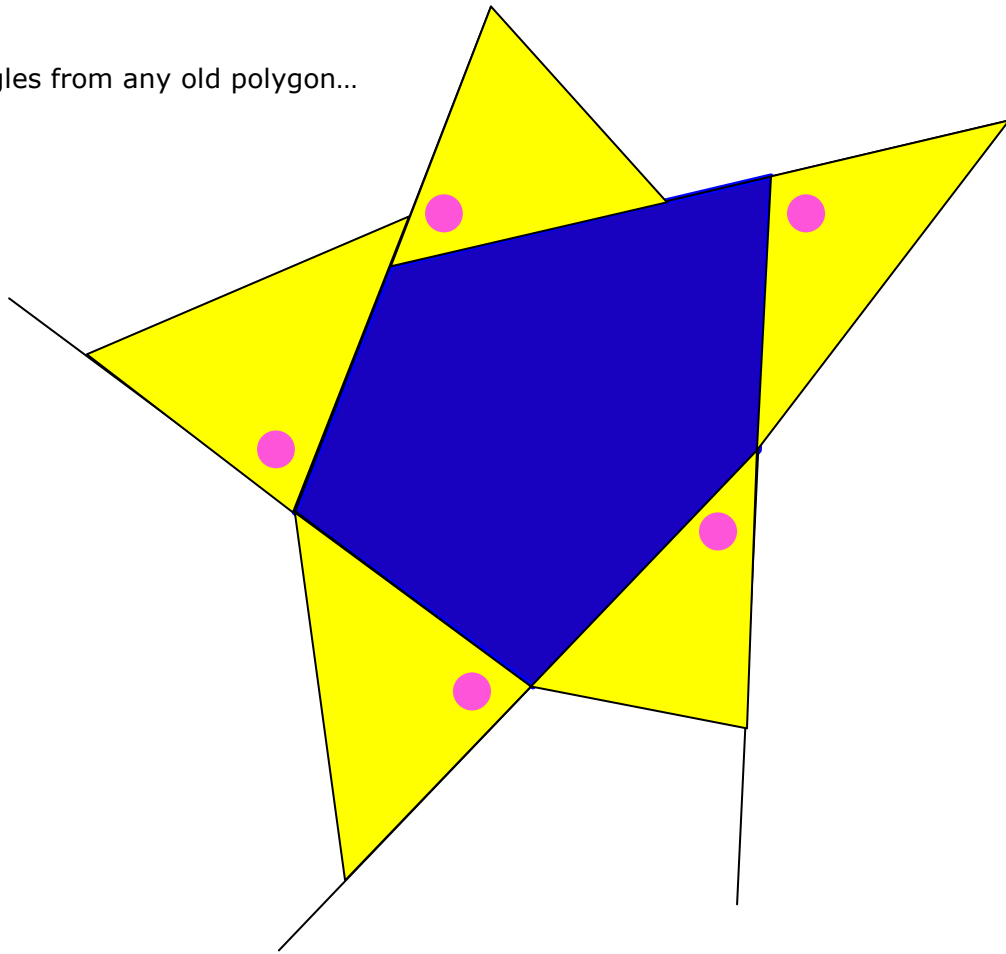


Exterior Angles

Take the exterior angles from any old polygon...



Drag them to a single point: they will go all the way around it.

