

The lines in the spec are not lines of text; nor are they the lines that you would use to draw the shape itself. They are horizontal scans across the shape at irregular intervals. Curved shapes need many scan lines for accurate rendering while simple shapes need only a few. To determine the line specifications, start by drawing the shape on paper, then draw a series of horizontal lines across it, including lines that just touch the top and the bottom of the figure. Each line crosses over pieces of the figure in some region.