Ariel Rideout & Ryan Williams: straight skeleton (for fold & cut)

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- difficult to really compute straight skeleton
  - which (directional) bisector to use? many cases
- doubly linked list to maintain boundary of face, & priority queue to find first event
- walk straight skeleton graph to compute its faces
- propagate perpendiculars
- compute corridors
  - in linear case, walk around boundary of paper, find matching
  - in circular case, walk from remaining edges
- construct shadow tree from corridor incidence structure
- fold tree flat → flat folding & mountain-valley assignment
- try all roots to optimize # creases — unused
- partial implementation (Java)