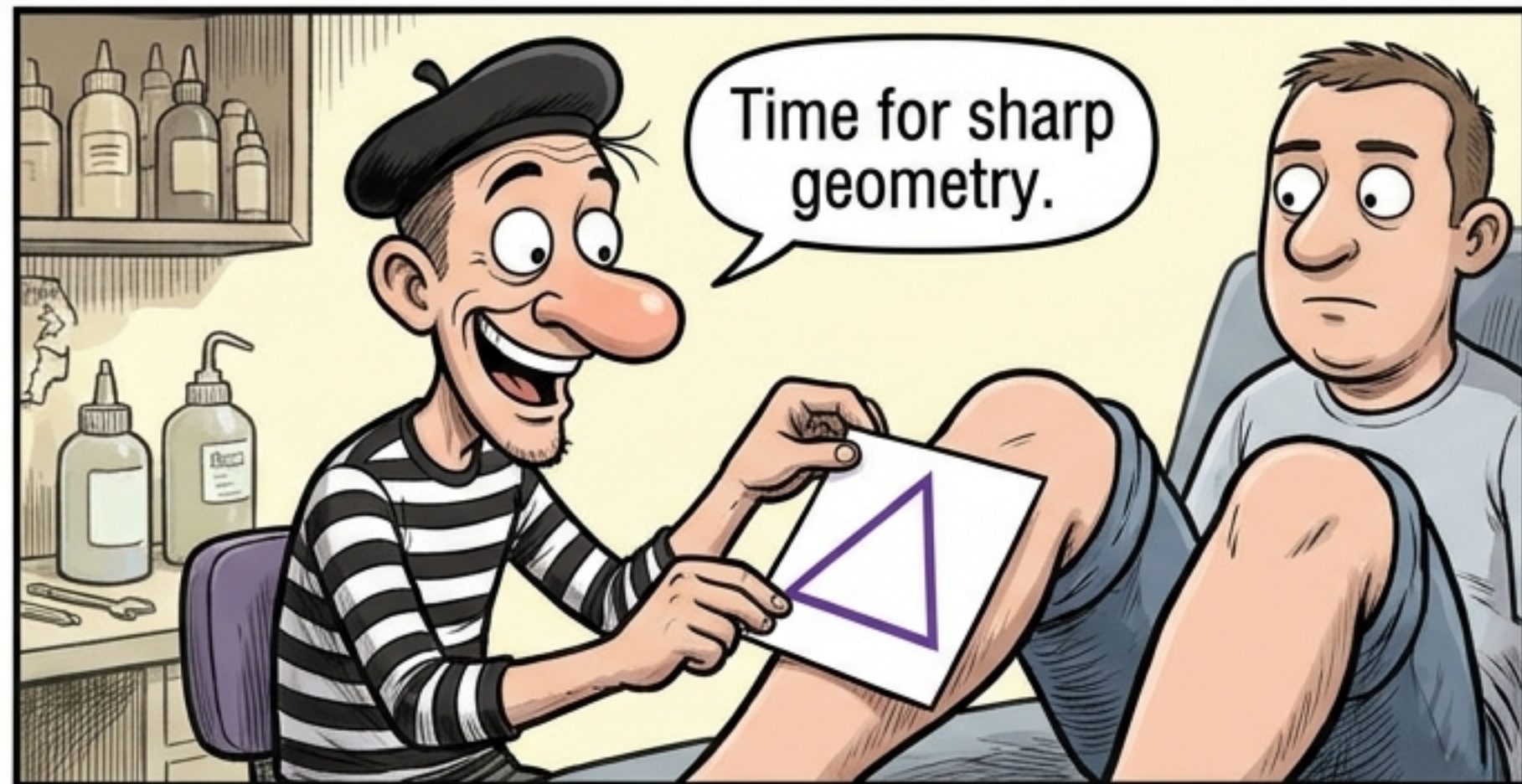




Round shader needles are spaced widely apart, creating a broader and less defined entry path when used for outlining. A fuzzy border is just a line that needs a haircut.