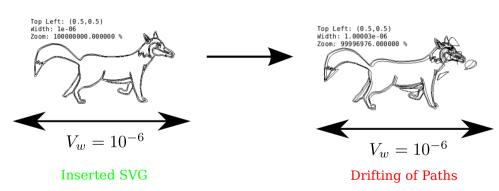
Zoom out by a large amount then back in



We only need to transform the Paths with increased precision