Simple yet powerful technique for representing vector graphics as textures that organizes the graphic into a coarse grid of cells, structuring each cell into simple cell-sized BSP trees, evaluated at runtime within a pixel shader. Advantages include coherent low-bandwidth memory access and, although my implementation is limited to polygonal shapes, the ability to map general vector graphics onto arbitrary surfaces. A fast construction algorithm is presented, and the space and time efficiency of the representation are demonstrated on many practical examples.