

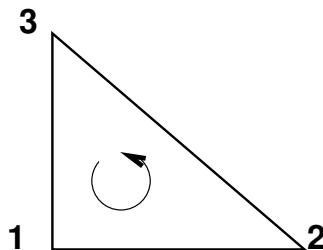
Basis Reference Elements

Line

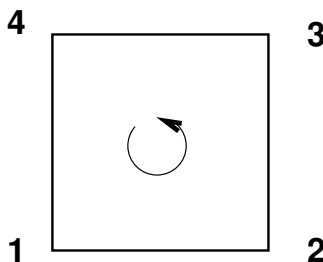
Vertices



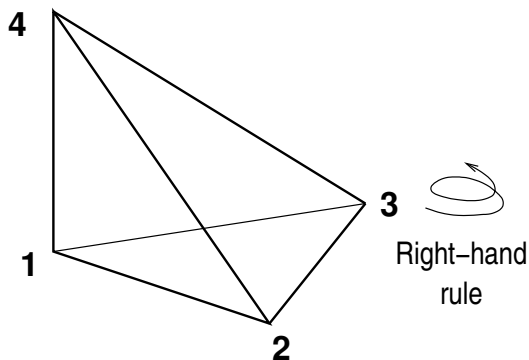
Triangle



Quad

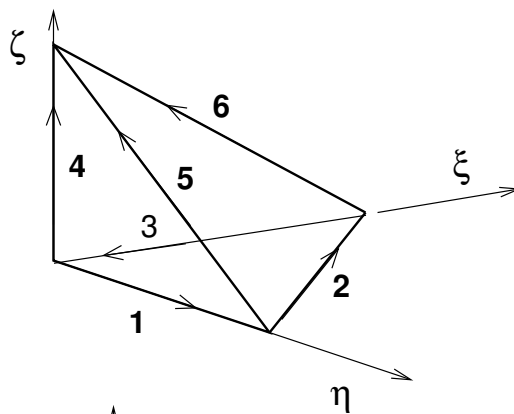
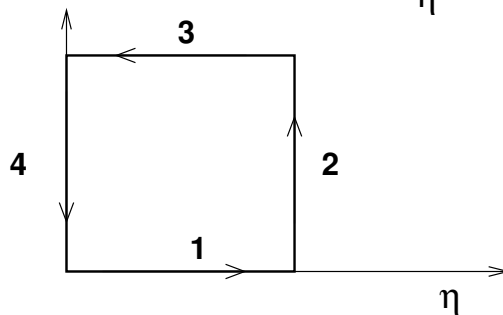
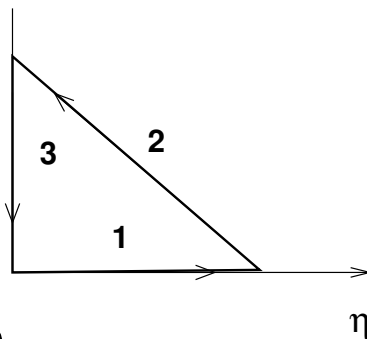


Tetra

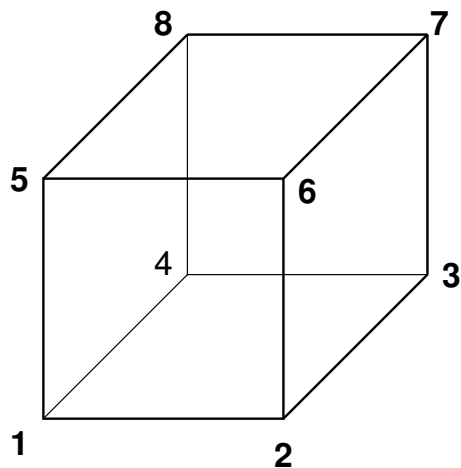


Right-hand
rule

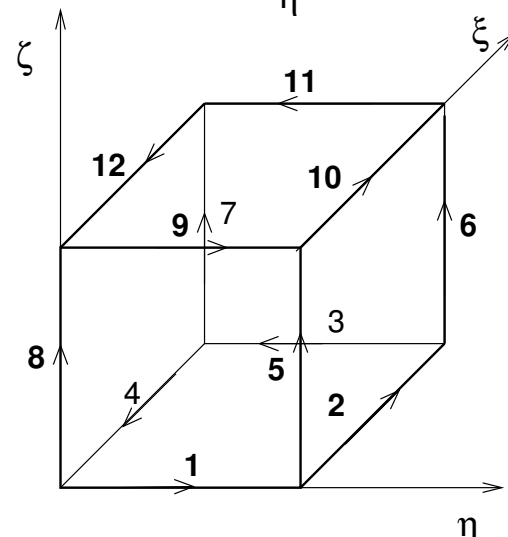
Edges (with orientation)



Hexa



Right-hand
rule



Faces
(always outwardly oriented)

