1. Find the centre of the patch in the world space
2. Find the distance between that centre world position and the camera position
3. Define both the near and far values
4. Calculate the distance in relation to the near and far values
   1. Calculate the distance value that will define how the mesh is tessellated from the formula far minus the distance(Centre patch world position from the camera position) divided by the near value subtracted by the far value.
   2. This gets in terms of zero to one the distance value in terms of the far to the near value.
5. Set the tessellation value based on this distance value
   1. Simple if statement to set the tessellation value based on the distance so if it is above or below a certain value it will update the tessellation value.
6. Set the edges and the inside patches to this tessellation value