```
# Header
TRIANGLE_MESH

# Dateiinformationen
6 2 2 f

# Materialien
#  ambient        diffuse          specular      n
# r_a g_a b_a     r_d g_d b_d      r_s g_s b_s    n
0.15 0.15 0.15    0.8 0.0 0.0      0.8 0.8 0.8    10
0.15 0.15 0.15    0.0 0.8 0.0      0.8 0.8 0.8    10

# Vertexdaten
1.0 -0.5 -3.0 0
0.0 0.5 -3.0 0
-1.0 -0.5 -3.0 0
1.5 -0.5 -4.0 1
0.5 1.0 -4.0 1
-0.5 -0.4 -2.0 1
# Dreiecke
0 1 2
3 4 5
```

```java
public class T_Mesh extends RT_Object {
        // read information
        public float[][] materials;
        public int[] materialsN;

        public float[][] vertices;
        public int[] verticesMat;

        public int[][] triangles;

        public char fgp = 'f'; // flat, gouraud, phong

        // calculated information
        public float[][] vertexNormals;
        public float[][] vertexColors;

        public float[][] triangleNormals;
        public float[][] triangleColors;
        public float[] triangleAreas;
```