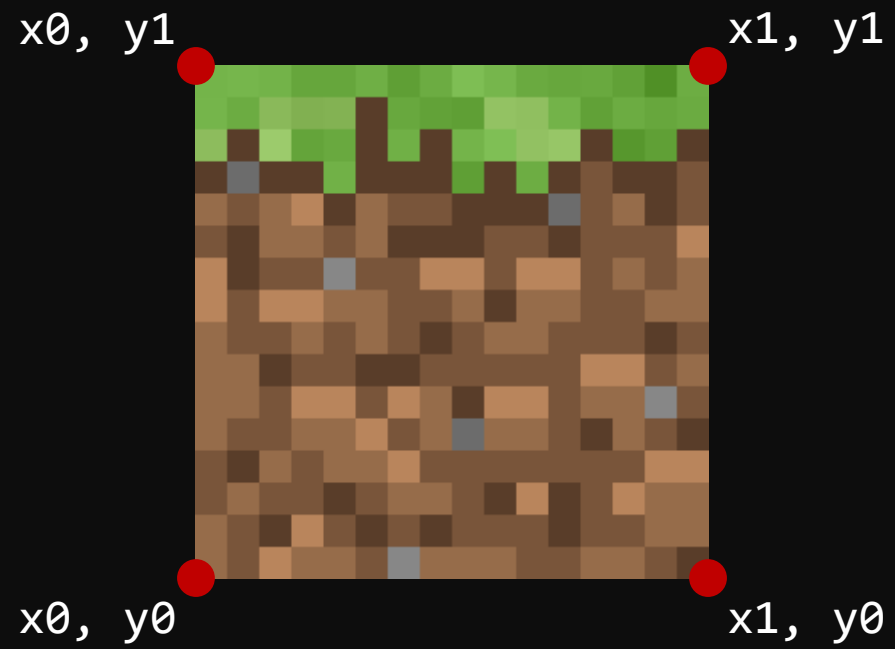
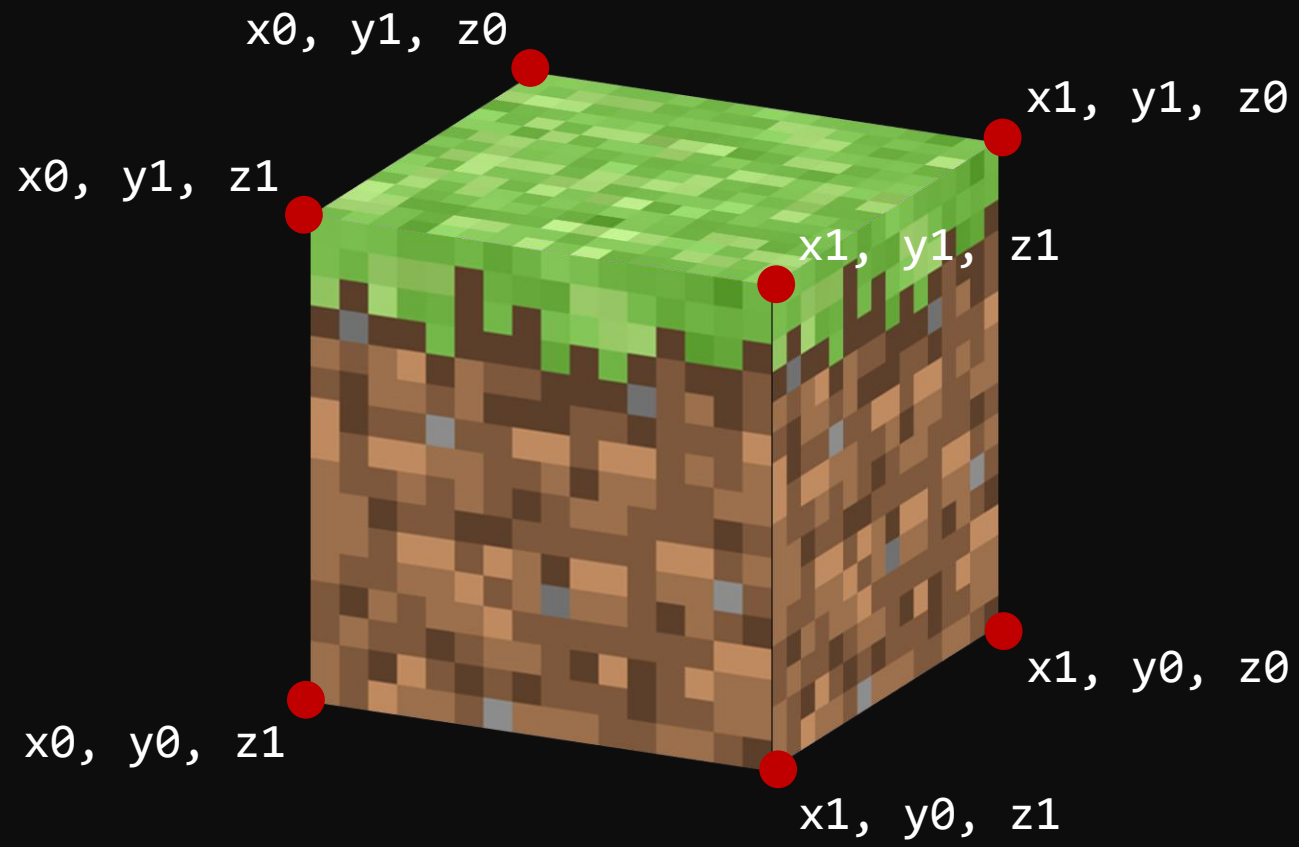


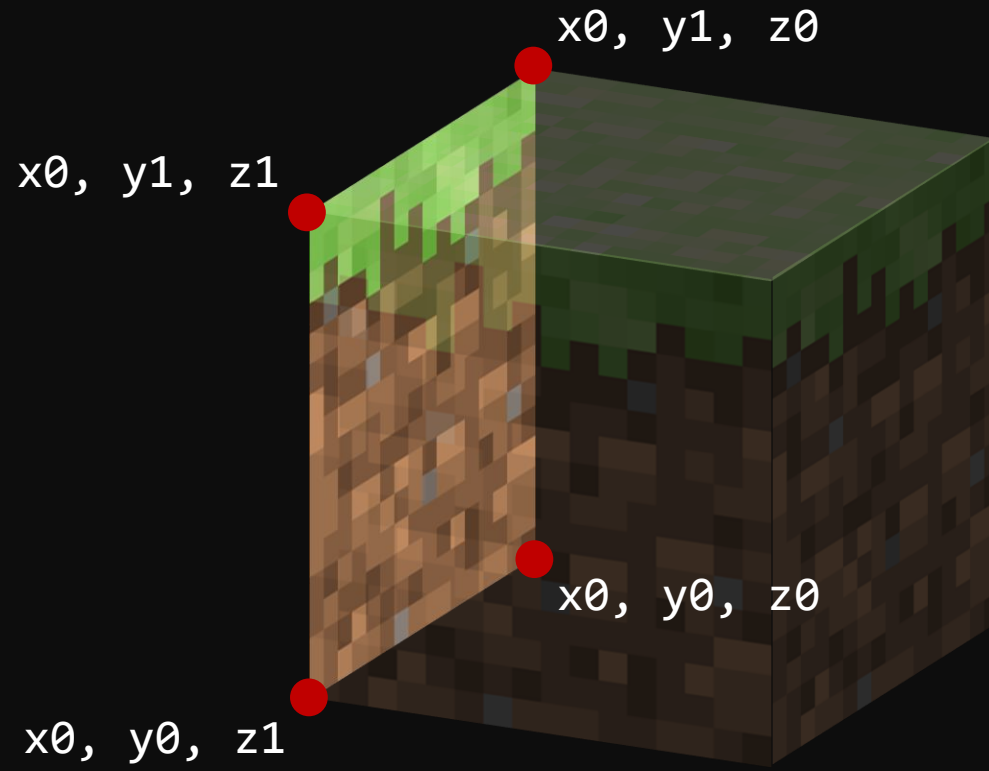
```
List<float> vertexBuffer = new List<float> {  
    x0, y0,  
    x1, y0,  
    x1, y1,  
    x0, y1,  
};
```





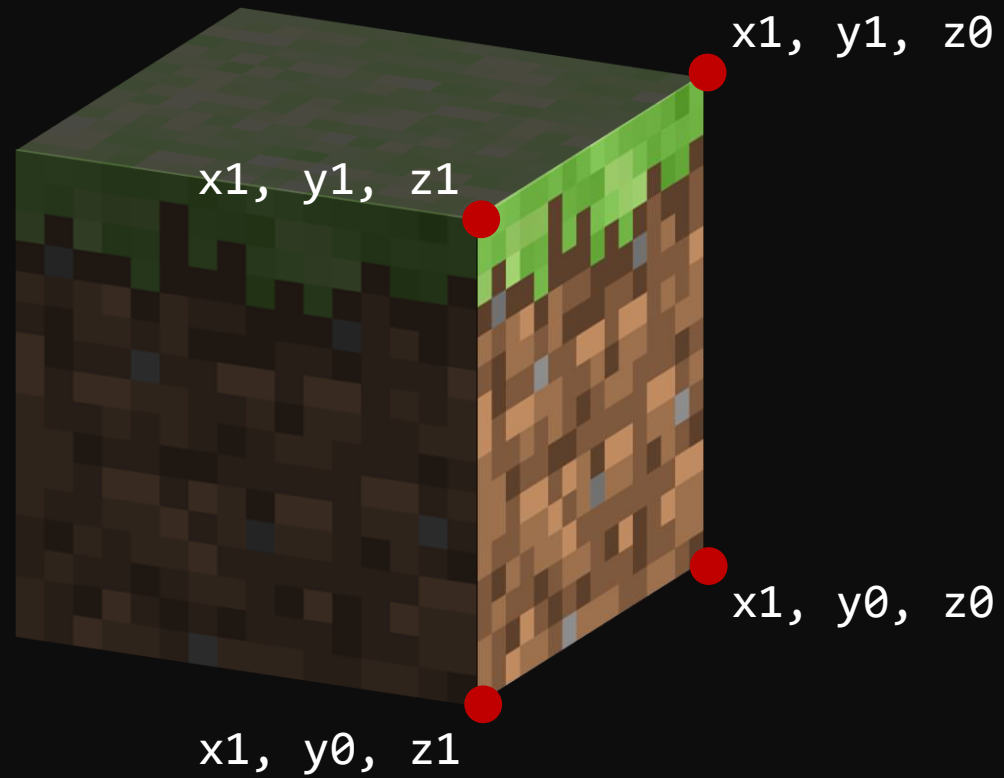
```
// x0
```

```
List<float> vertexBuffer = new List<float> {  
    x0, y0, z0,  
    x0, y0, z1,  
    x0, y1, z1,  
    x0, y1, z0  
};
```



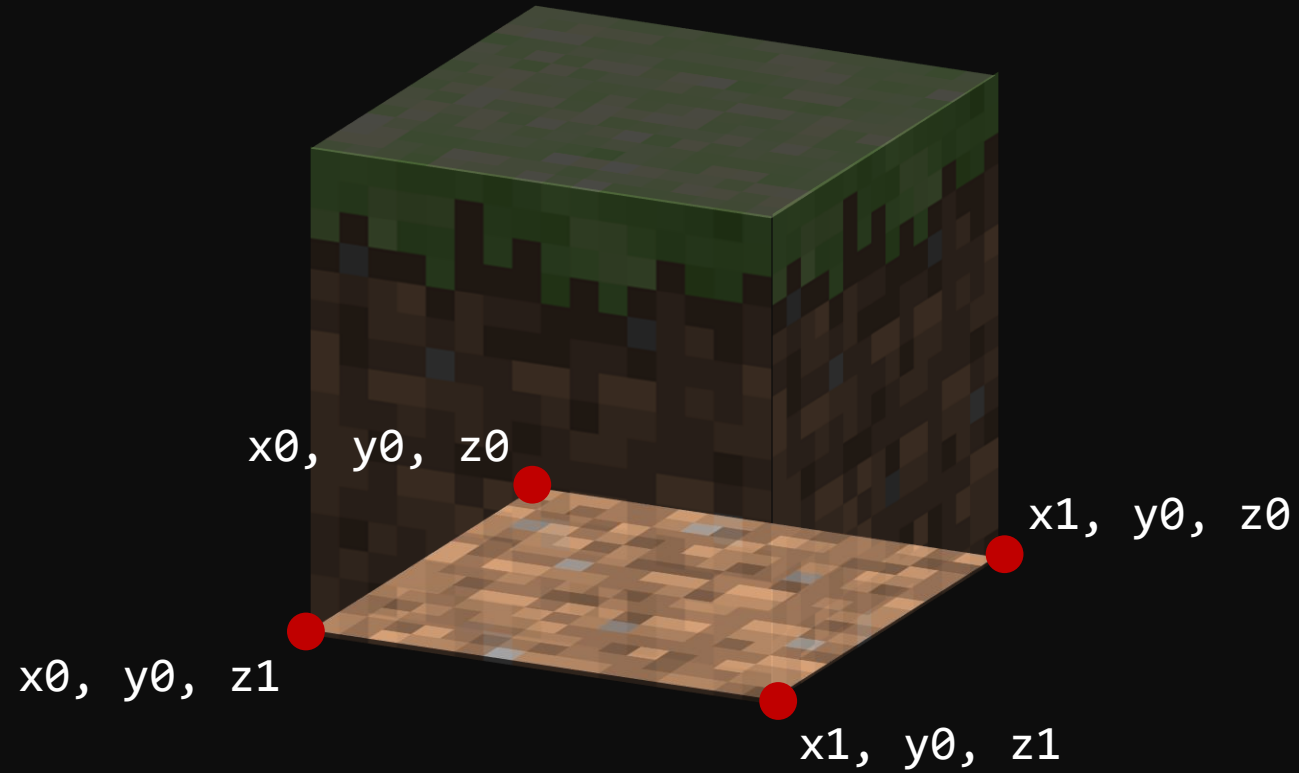
```
// x1
```

```
List<float> vertexBuffer = new List<float> {  
    x1, y0, z1,  
    x1, y0, z0,  
    x1, y1, z0,  
    x1, y1, z1  
};
```



```
// y0
```

```
List<float> vertexBuffer = new List<float> {  
    x0, y0, z0,  
    x1, y0, z0,  
    x1, y0, z1,  
    x0, y0, z1  
};
```



```
// y1
```

```
List<float> vertexBuffer = new List<float> {
```

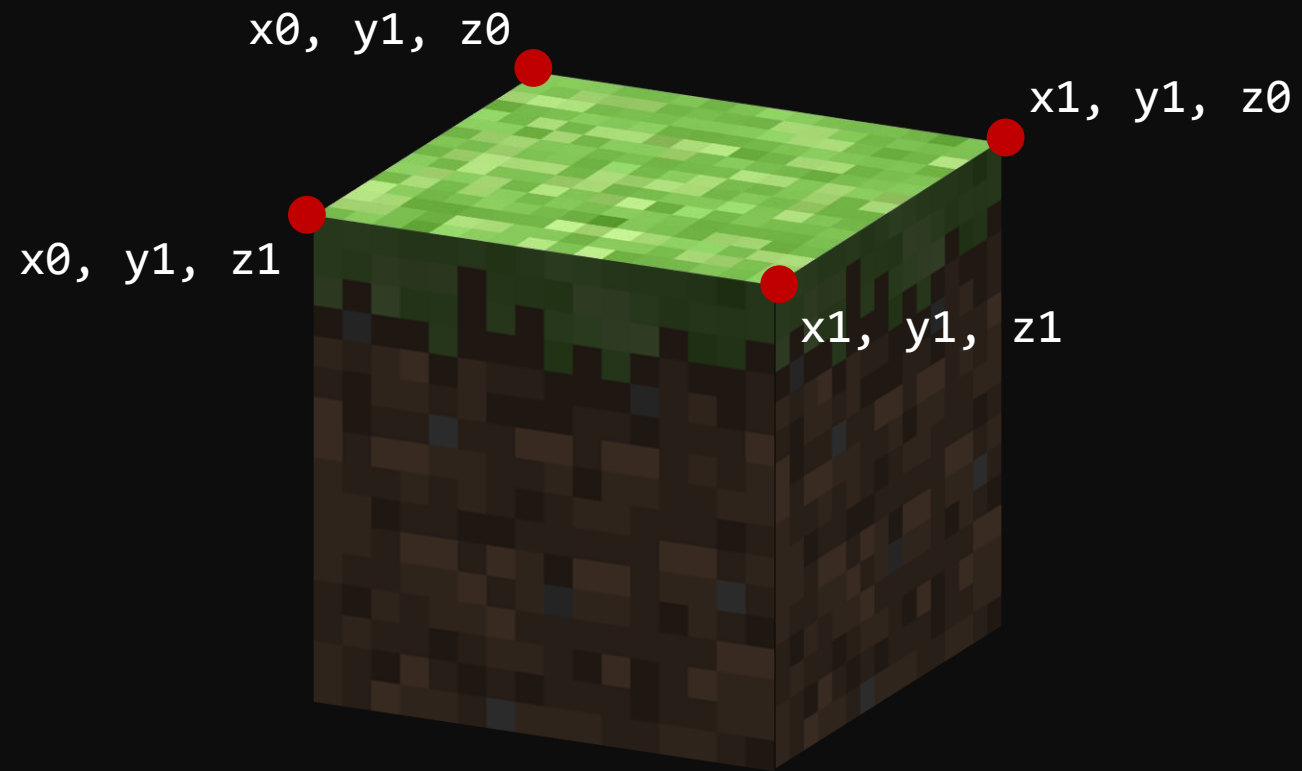
```
    x0, y1, z1,
```

```
    x1, y1, z1,
```

```
    x1, y1, z0,
```

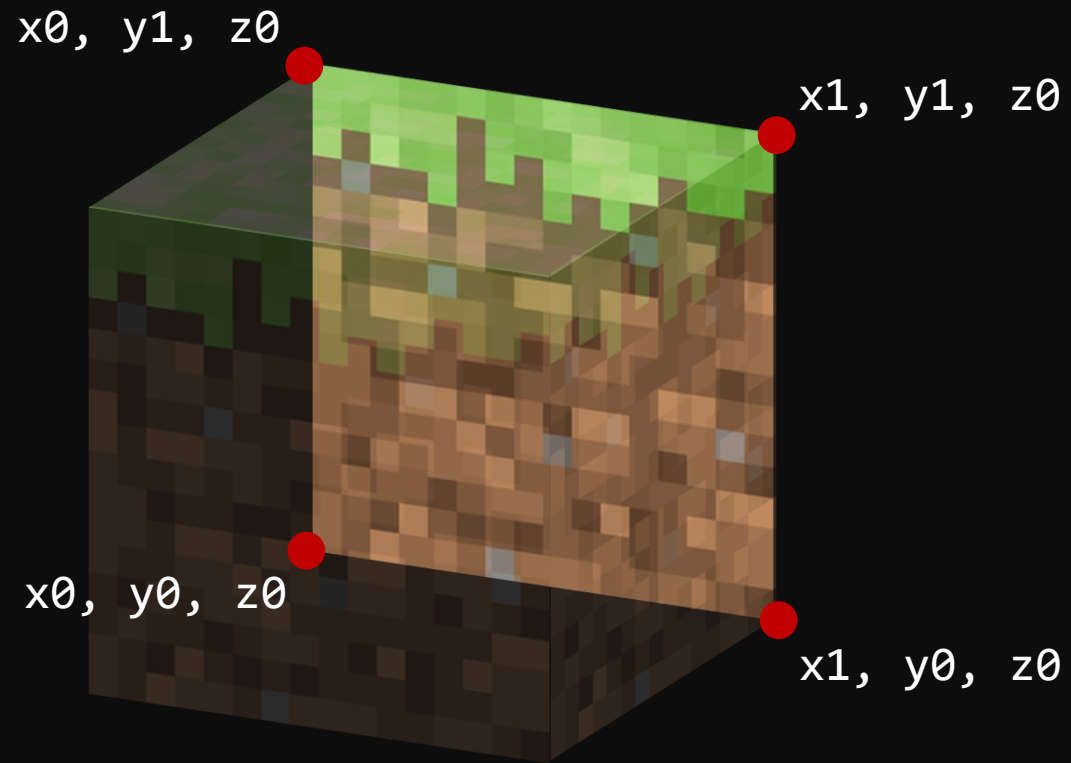
```
    x0, y1, z0
```

```
};
```



```
// z0
```

```
List<float> vertexBuffer = new List<float> {  
    x1, y0, z0,  
    x0, y0, z0,  
    x0, y1, z0,  
    x1, y1, z0  
};
```



```
// z1
```

```
List<float> vertexBuffer = new List<float> {  
    x0, y0, z1,  
    x1, y0, z1,  
    x1, y1, z1,  
    x0, y1, z1  
};
```

