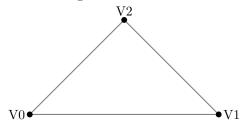
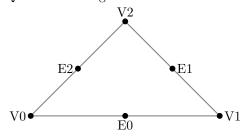
Meshfields DOF Holder and Integration Point Ordering

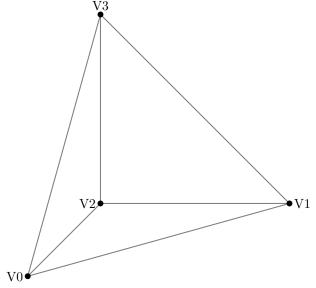
Linear Triangle:



Any Counter clockwise ordering is fine ie: V0, V1, V2 and V2, V0, V1. Quadratic Triangle

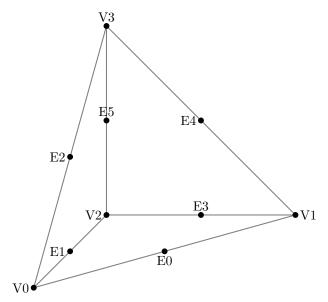


Any counter clockwise ordering of vertices with corresponding edges. Linear Tetrahedron:



Any ordering which follows the right hand rule is fine ie: V0, V1, V2, V3 or V3, V2, V1, V0.

Quadratic Tetrahedron:



Vertex ordering must follow right hand rule and edge ordering must follow diagram.