// ProceduralTerrain

```
vertices[index0] = vertex00;
vertices[index1] = vertex01;
vertices[index2] = vertex11;
vertices[index3] = vertex00;
vertices[index4] = vertex11;
vertices[index5]
                 = vertex10;
triangles[index0] = index0;
                                                 vertex11
triangles[index1] = index1;
triangles[index2] = index2;
triangles[index3] = index3;
triangles[index4] = index4;
                                vertex00
                                                 vertex10
triangles[index5] = index5;
                                        triangle2
```

Triangles must be wound clockwise to be rendered

// ProceduralTerrain

```
vertices[index0] = vertex00;
vertices[index1] = vertex01;
vertices[index2] = vertex11;
                                         Our Quad
vertices[index3]
                  = vertex00
vertices[index4]
                  = vertex11;
                                  vertex01
                                                   vertex11
vertices[index5]
                  = vertex10;
triangles[index0] = index0;
triangles[index1]
                  = index1;
                                                   vertex10
                                  vertex00
triangles[index2]
                   = index2;
triangles[index3]
                  = index3;
triangles[index4]
                  = index4;
triangles[index5]
                  = index5;
```

Triangles must be wound clockwise to be rendered