

```
// ProceduralTerrain
```

```
for (int x = 0; x < x_segments; x++) {  
    for (int z = 0; z < z_segments; z++) {
```

```
...
```

```
var vertex11 = new Vector3(  
    (float) x1, height11 * (float) TerrainHeight, (float) z1  
);
```

```
int index0 = 6 * (x + z * x_segments);
```

```
int index1 = index0 + 1;
```

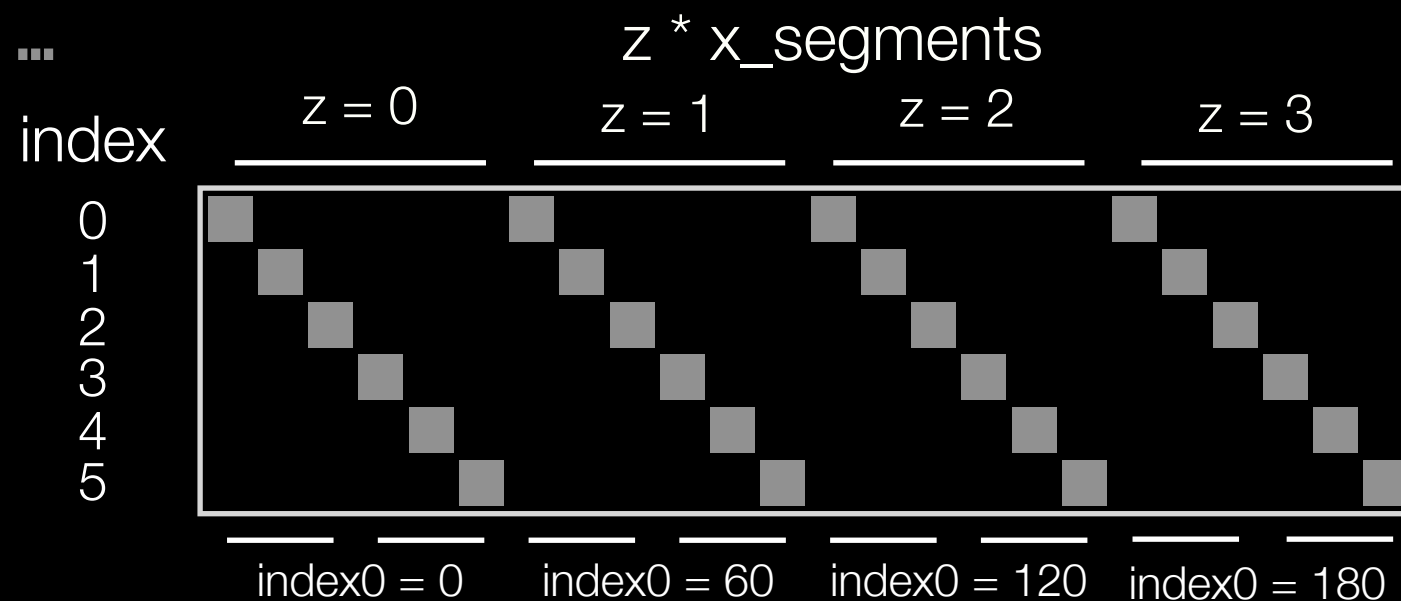
```
int index2 = index0 + 2;
```

```
int index3 = index0 + 3;
```

```
int index4 = index0 + 4;
```

```
int index5 = index0 + 5;
```

```
...
```



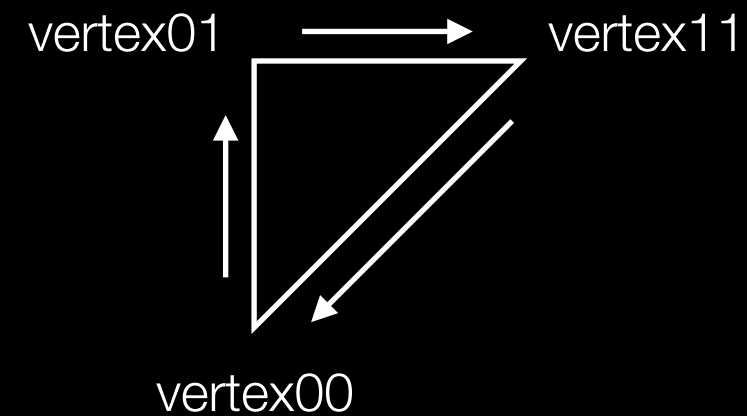
How we determine
the indexes to use
for the vertices
and triangle Lists

Triangle Quad

// ProceduralTerrain

...

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



Triangles must be wound
clockwise to be rendered