

```
// 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;
```

```
...
```

Our vertices and triangles Lists  
need indexes to keep them in sync

Both Lists must be in sync  
for the triangles, quads, and terrain  
to render correctly

```
// 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;
```

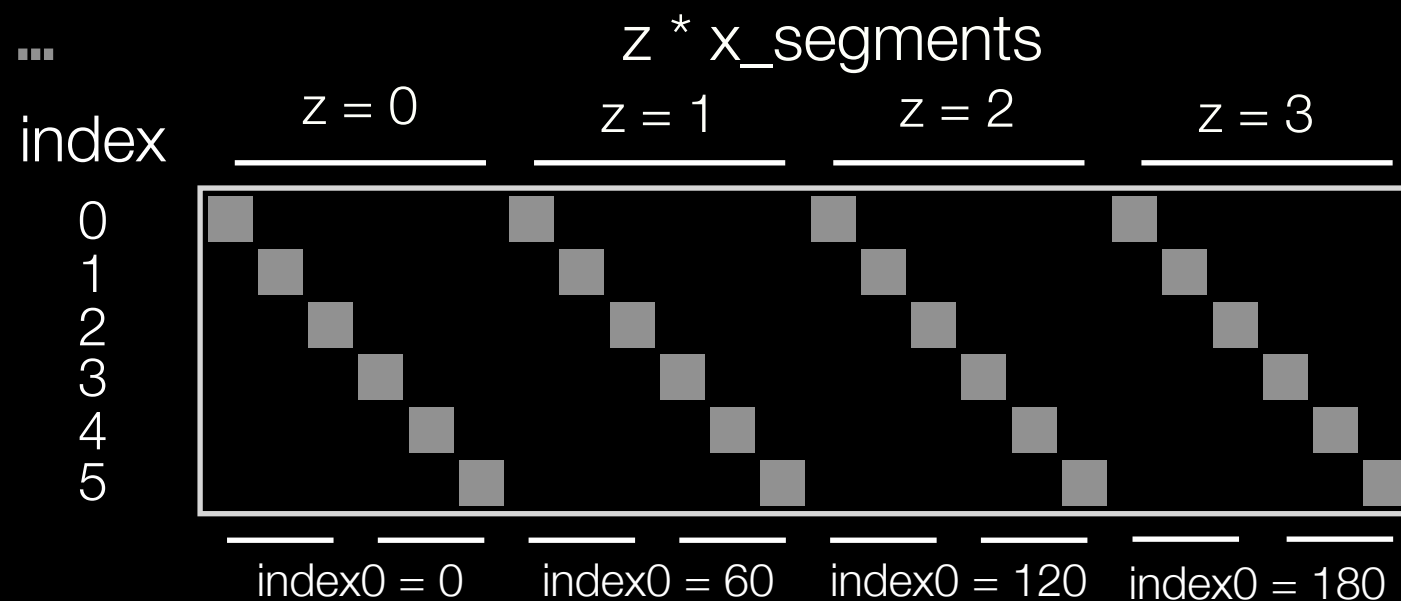
```
int index2 = index0 + 2;
```

```
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