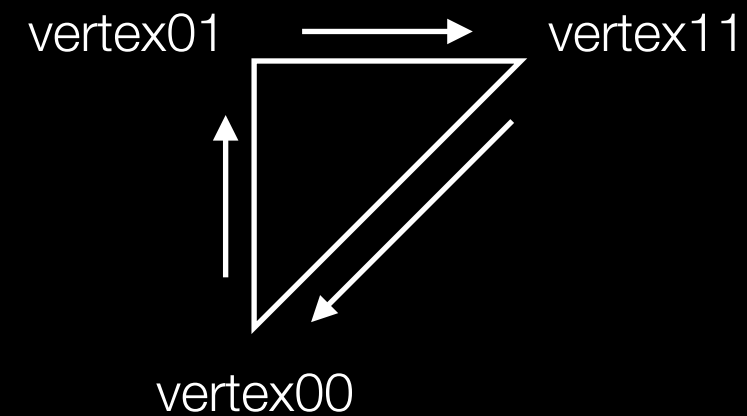


# // ProceduralTerrain

...

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

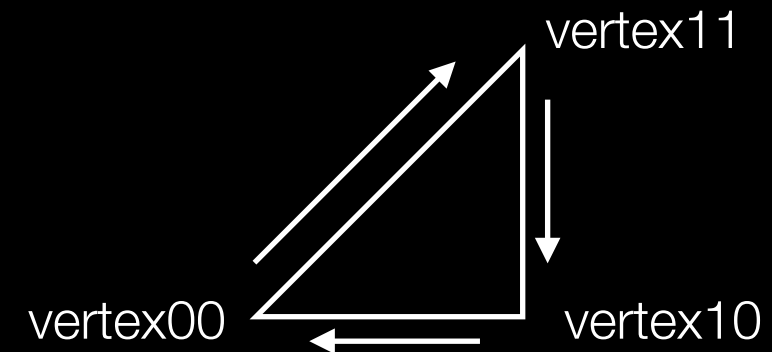
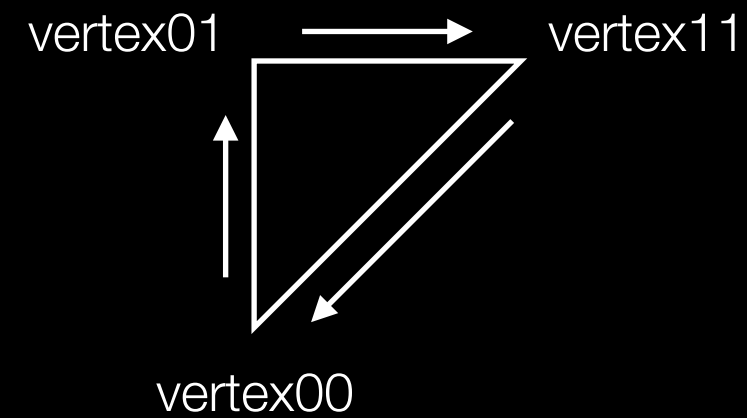


Triangles must be wound  
clockwise to be rendered

# // 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