// ProceduralTerrain

```
triangle1
vertices[index0] = vertex00;
                                 vertex01
                                                  vertex11
vertices[index1] = vertex01;
vertices[index2] = vertex11;
vertices[index3] = vertex00;
vertices[index4] = vertex11;
                                 vertex00
vertices[index5] = vertex10;
[triangles[index0] = index0;
triangles[index1] = index1;
triangles[index2] = index2;
triangles[index3] = index3;
triangles[index4] = index4;
triangles[index5] = index5;
```

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[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