

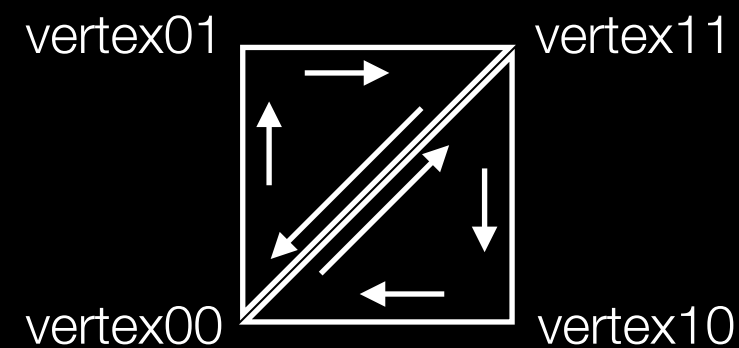
// ProceduralTerrain

...

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

```
triangles[index0] = index0;  
triangles[index1] = index1;  
triangles[index2] = index2;  
triangles[index3] = index3;  
triangles[index4] = index4;  
triangles[index5] = index5;
```

Our Quad



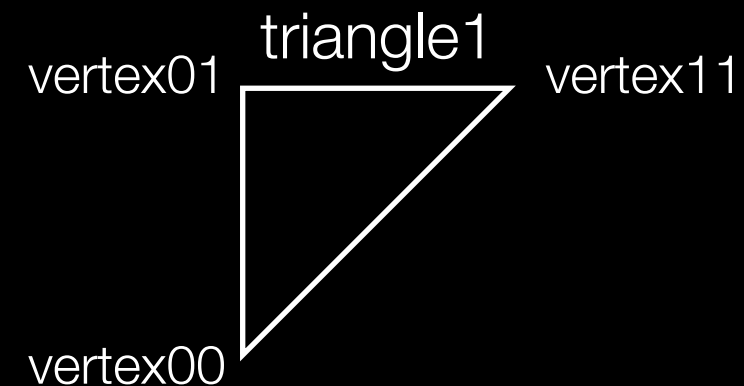
Triangles must be wound
clockwise to be rendered

// ProceduralTerrain

...

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

```
triangles[index0] = index0;  
triangles[index1] = index1;  
triangles[index2] = index2;  
triangles[index3] = index3;  
triangles[index4] = index4;  
triangles[index5] = index5;
```



Triangles must be wound
clockwise to be rendered