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

vertex01 ⟶ vertex11

vertex00

Triangles must be wound
clockwise to be rendered
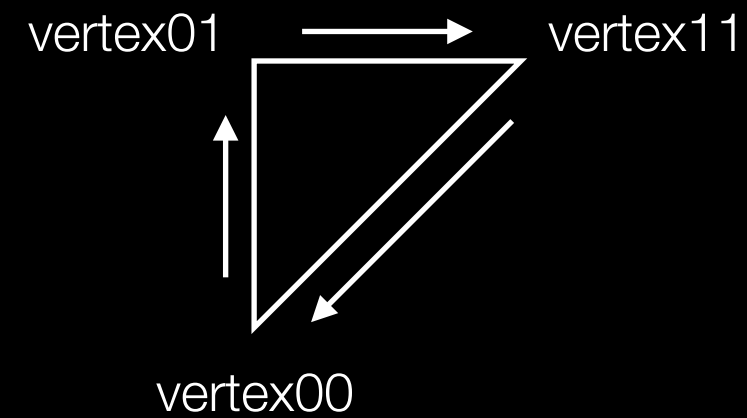
...

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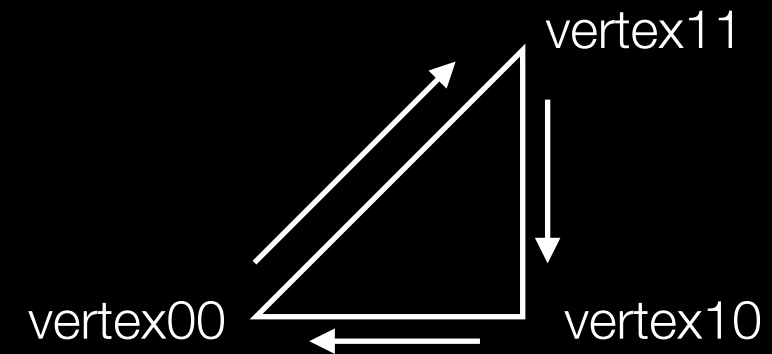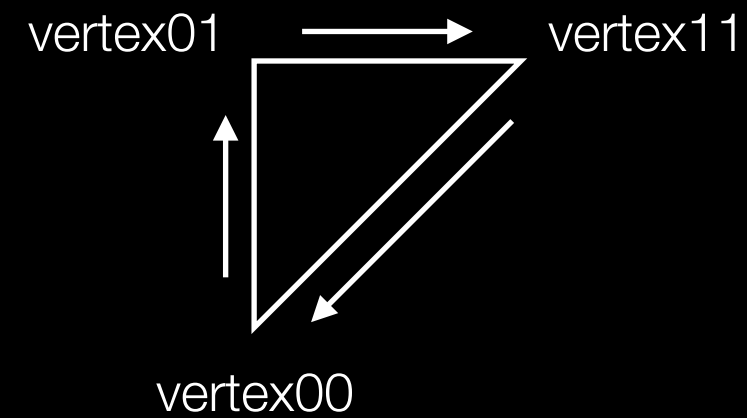
vertex01 → vertex11

vertex00

vertex11

vertex00 vertex10

Triangles must be wound
clockwise to be rendered