```
int z_segments = TerrainSize / CellSize;

int vertex_count = 6 * x_segments * z_segments;

List<Vector3> vertices  = new List<Vector3>(new Vector3[vertex_count]);
List<int>     triangles = new List<int>    (new int    [vertex_count]);

for (int x = 0; x < x_segments; x++) {
```

These Lists
hold the data
to build our quads

Each quad
is composed
of two triangles

Each triangle
is composed
of three vertices

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