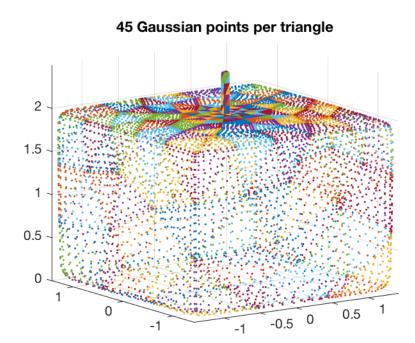
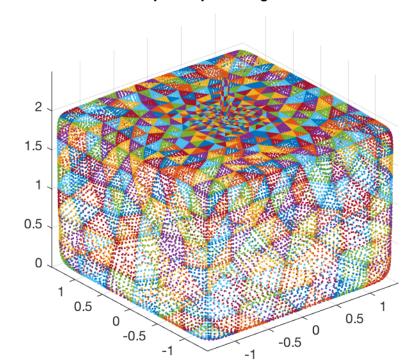
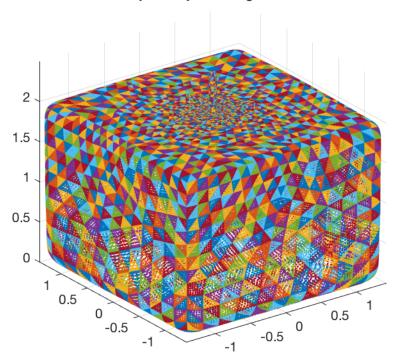
45 Gaussian points per triangle 1st refinement

45 Gaussian points per triangle 2nd refinement







Normal, U and V vectors

