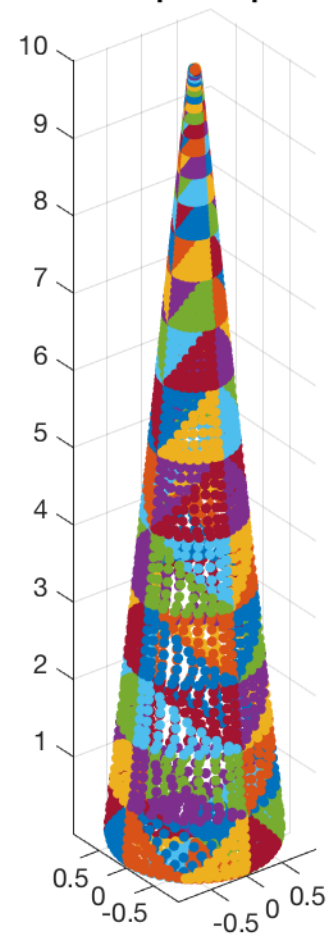
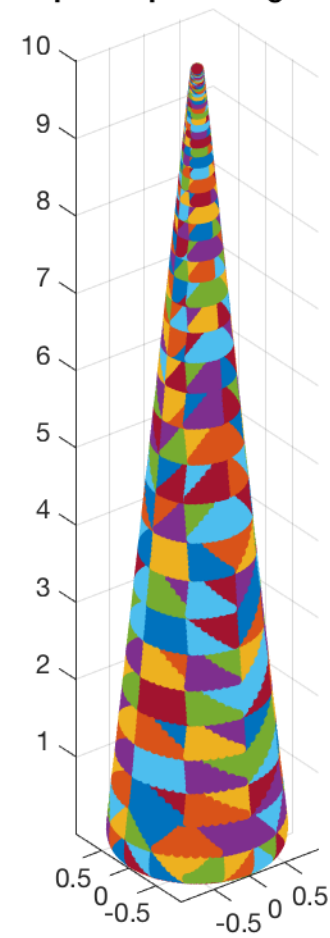


45 Gaussian points per triangle



45 Gaussian points per triangle 1st refinement



Normal, U and V vectors

