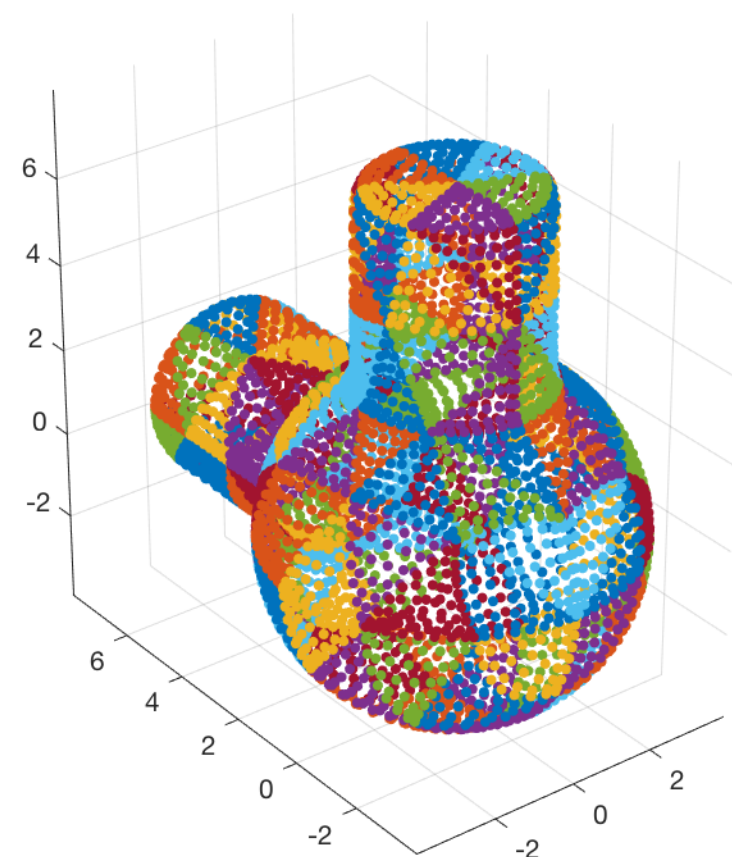
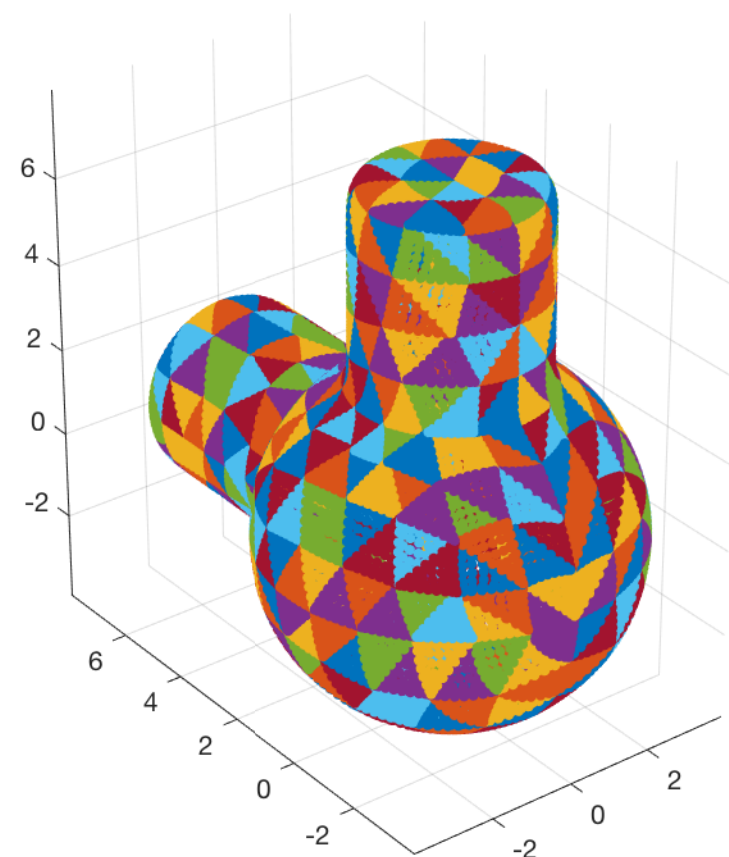


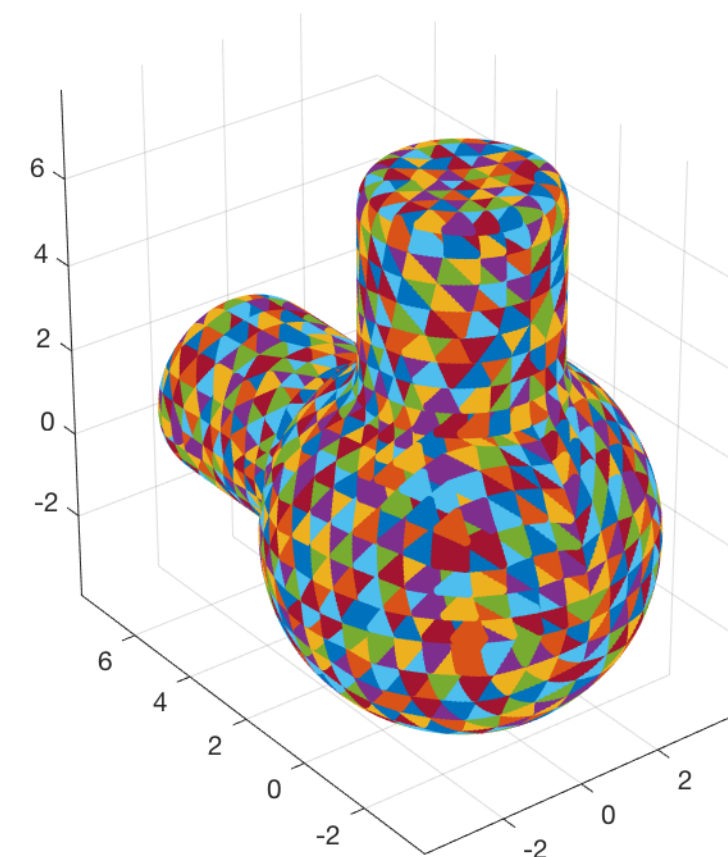
45 Gaussian points per triangle



45 Gaussian points per triangle 1st refinement



45 Gaussian points per triangle 2nd refinement



Normal, U and V vectors

