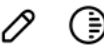
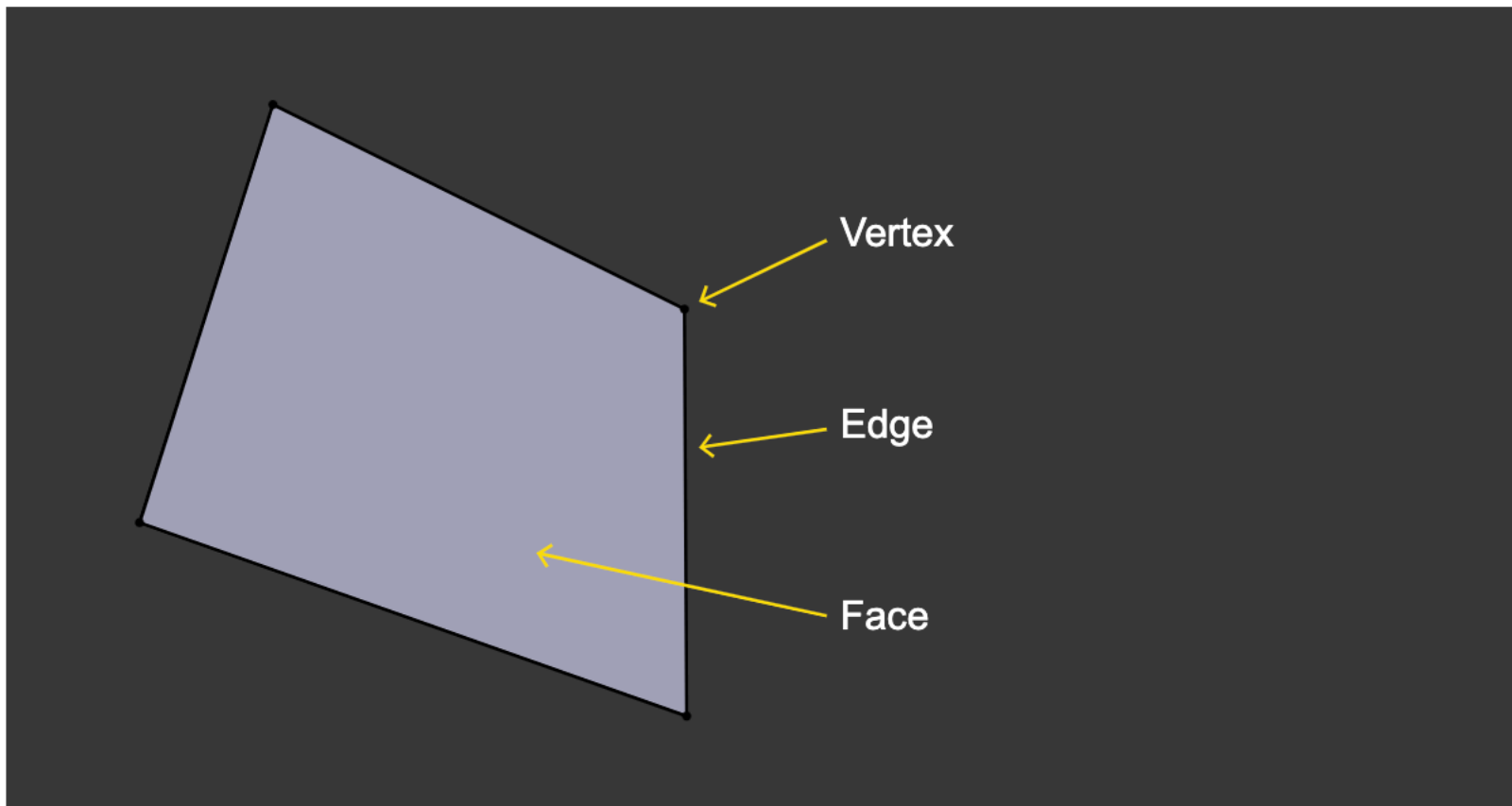


Structure



With meshes, everything is built from three basic structures: *vertices*, *edges* and *faces*.



Example of mesh structure. #