Quad	
f	$F.x$
0	$Q.y$
1	$Q.y$
2	$Q.x$
3	$Q.x$

Hexahedron			
f	$(F.x, F.y)$	f	$(F.x, F.y)$
0	$(Q.y, Q.z)$	3	$(Q.x, Q.z)$
1	$(Q.y, Q.z)$	4	$(Q.x, Q.y)$
2	$(Q.x, Q.z)$	5	$(Q.x, Q.y)$

Table 1: `t8_element_boundary_face` for quadrilaterals and hexahedra. Left: For a quadrilateral Q with anchor node $(Q.x, Q.y)$ and a face f, the corresponding anchor node coordinate $F.x$ of the face line element. Right: For a hexahedron Q with anchor node $(Q.x, Q.y, Q.z)$ and a face f, the corresponding anchor node coordinates $(F.x, F.y)$ of the face quadrilateral element. In either case, computing the coordinates is equivalent to a projection.