<u>Vertex List for TriangeStrip Primitive</u>
```
Vertex1 = -1, 2, 0
Vertex2 = -1, 2, -1
Vertex3 = 0, 2, 0
Vertex4 = 0, 2, -1
Vertex5 =0, 0, 0
Vertex6 = 0, 0 -1
Vertex7 = 2, 0, 0
Vertex8 = 2, 0, -1
Vertex9 = 2, -1, 0
Vertex10 = 2, -1, -1
Vertex11 = -1, -1, 0
Vertex12 = -1, -1, -1
Vertex13 = -1, 2, 0
Vertex14 = -1, 2, -1
Vertex15 = -1, 2, -1          //Degenerate Vertex
Vertex15 = 0, 2, -1
Vertex16 = -1, 0, -1
Vertex17 = 0, 0, -1
Vertex18 = -1, 0, -2
Vertex19 = 0, 0, -2
Vertex20 = -1, -1, -2
Vertex21 = 0, -1, -2
Vertex22 = 0, -1, -1
Vertex23 = -1, -1, -2
Vertex24 = -1, -1, -1
Vertex25 = -1, 0, -2
Vertex26 = -1, 0, -1
Vertex26 = -1, 0, -1          //Degenerate Vertex
Vertex27 = 0, 0, -1           //Degenerate Vertex
Vertex27 = 0, 0, -1
Vertex28 = 2, 0, -1
Vertex29 = 0, 0, -2
Vertex30 = 0, -1, -2
Vertex31 = 2, 0, -1
Vertex32 = 2, -1, -1
Vertex33 = 2, -1, -1          //Degenerate Vertex
Vertex33 = 0, -1, -2
Vertex34 = 0, -1, -1
Vertex34 = 0, -1, -1          //Degenerate Vertex
Vertex35 = 0, 2, 0           //Degenerate Vertex
Vertex35 = 0, 2, 0
Vertex36 = -1, 2, 0
Vertex37 = 0, 0, 0
Vertex38 = -1, 0, 0
Vertex38 = -1, 0, 0          //Degenerate Vertex
Vertex39 = -1, -1, 0
Vertex40 = 2, 0, 0
Vertex41 = 2, -1, 0
```