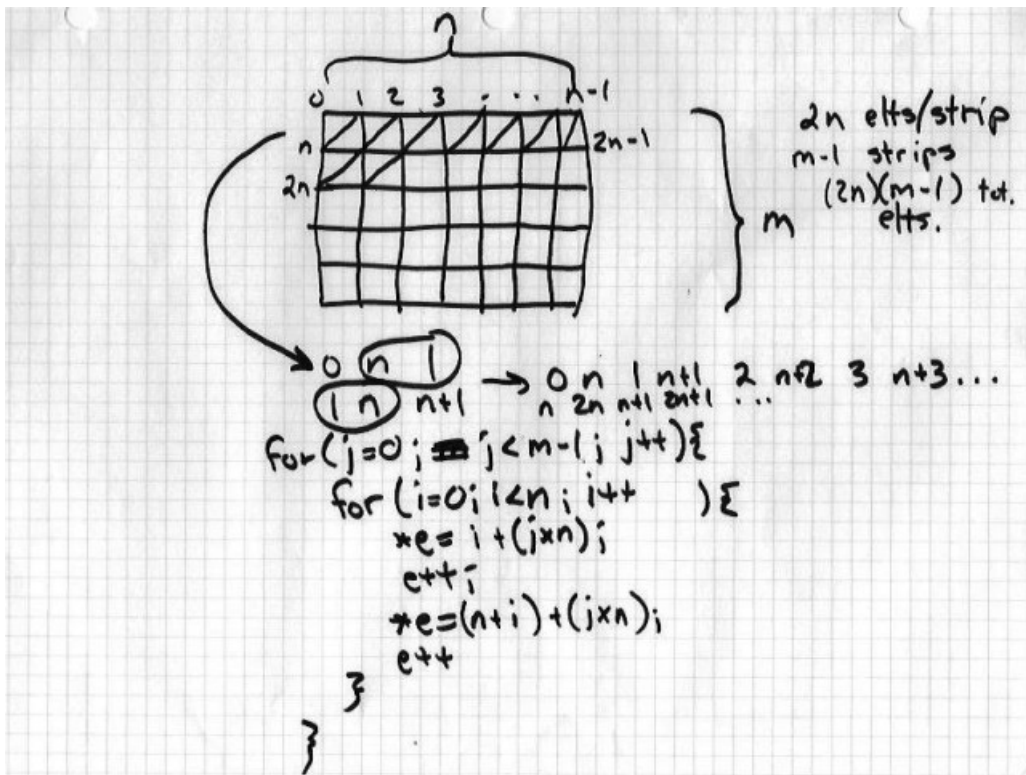


$$M = (2nn^T - I) \quad n = 0, 0, 1$$

$$\begin{array}{c|ccc} & 0 & 0 & 1 \\ \hline 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ -1 & 0 & 0 & -1 \end{array}$$

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 2 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} -1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$\leftarrow \begin{matrix} \nearrow N \\ \searrow R \end{matrix} \rightarrow$



```

base = 0;
for (patches) {
  glVertexAttribPointer(      base);
  :
  base += NUM_ROWS * NUM_COLS
        * (sizeof(GLfloat) * (4+4));
  for (tri.strips) {
    glDrawElements(...);
  }
}

```