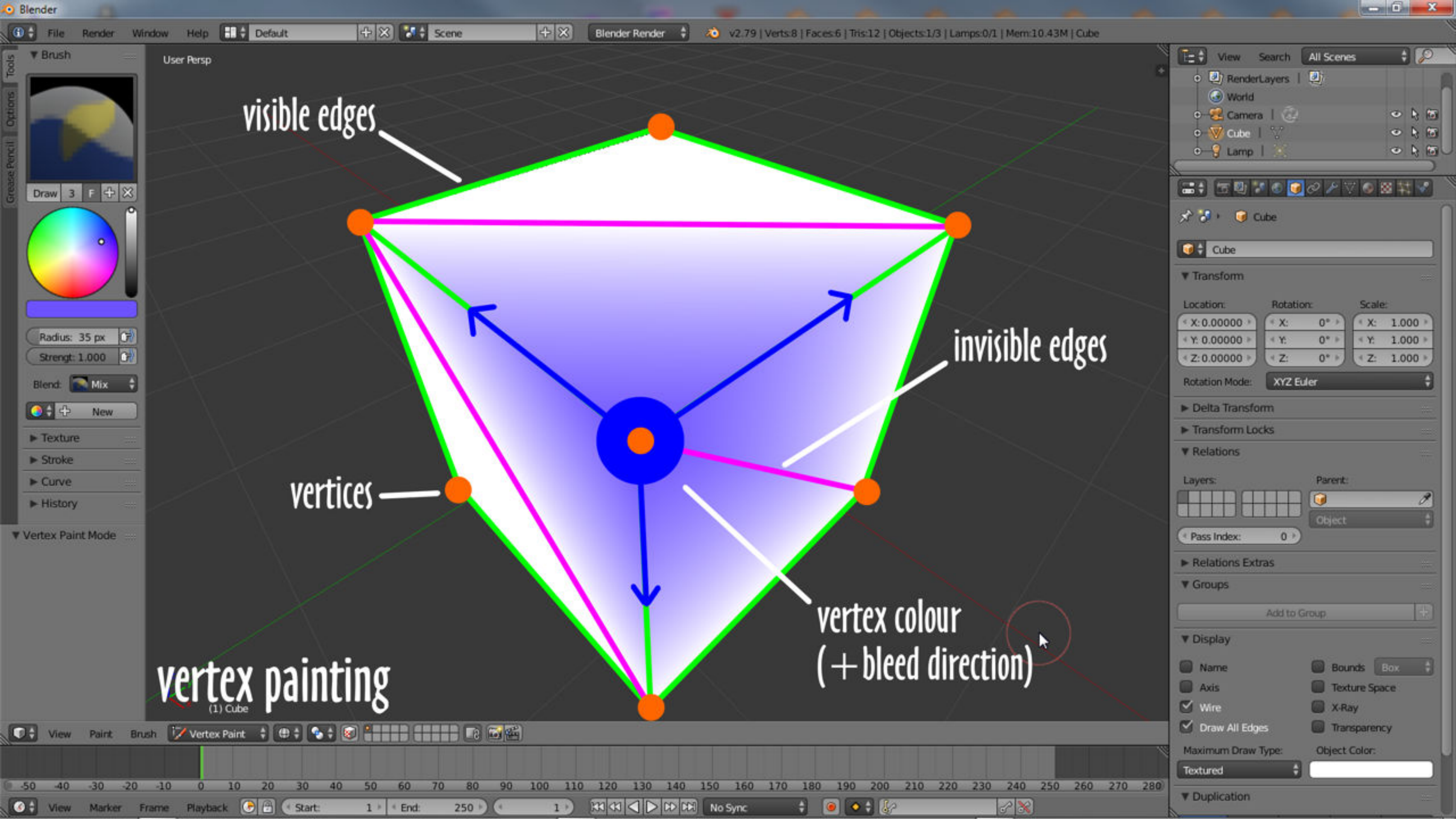




visible edges

invisible edges

vertices

vertex colour
(+ bleed direction)

vertex painting
(1) Cube