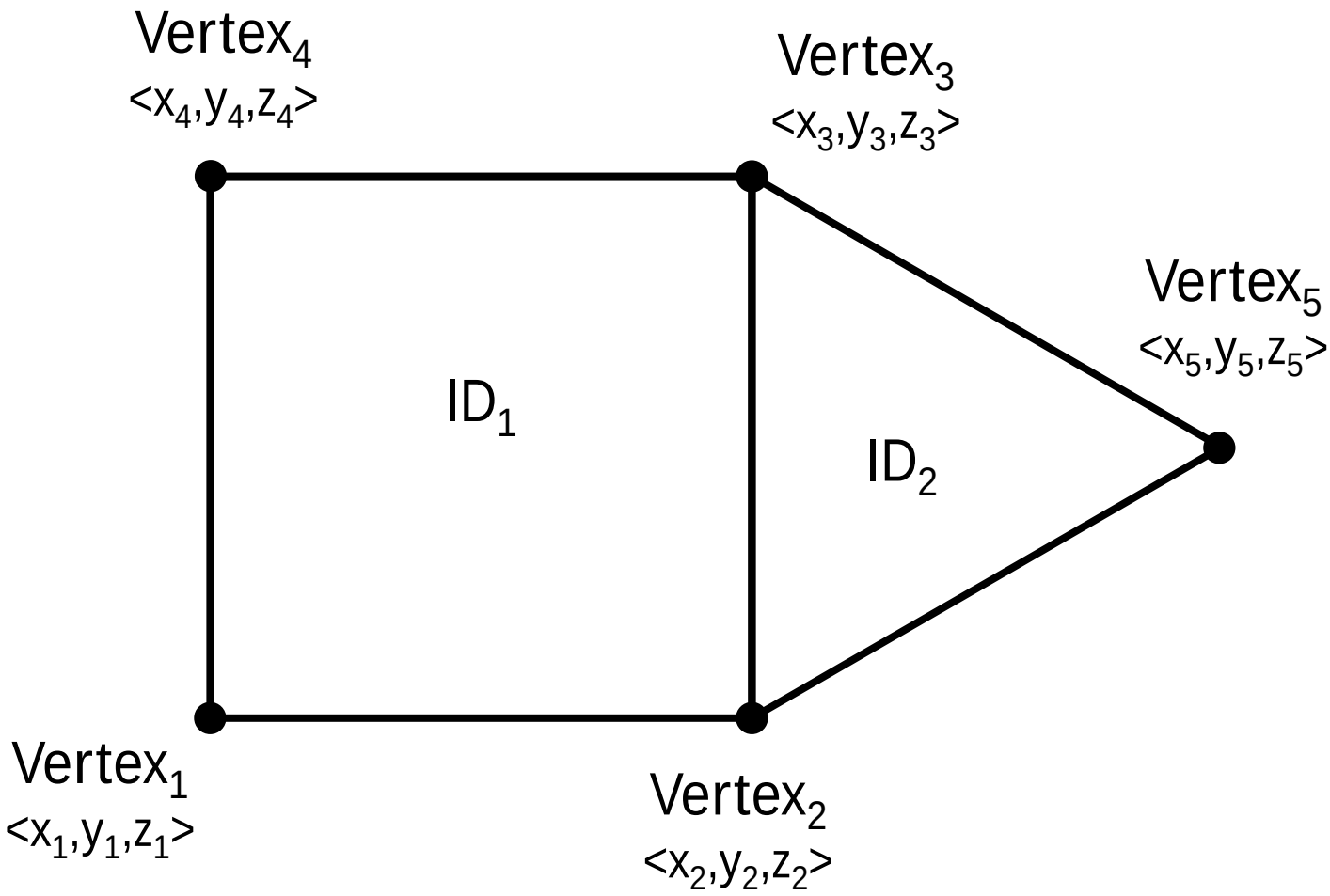
Vertex4
<x4,y4,z4>
Vertex3
<x3,y3,z3>
Vertex5
<x5,y5,z5>
ID1
ID2
Vertex1
<x1,y1,z1>
Vertex2
<x2,y2,z2>