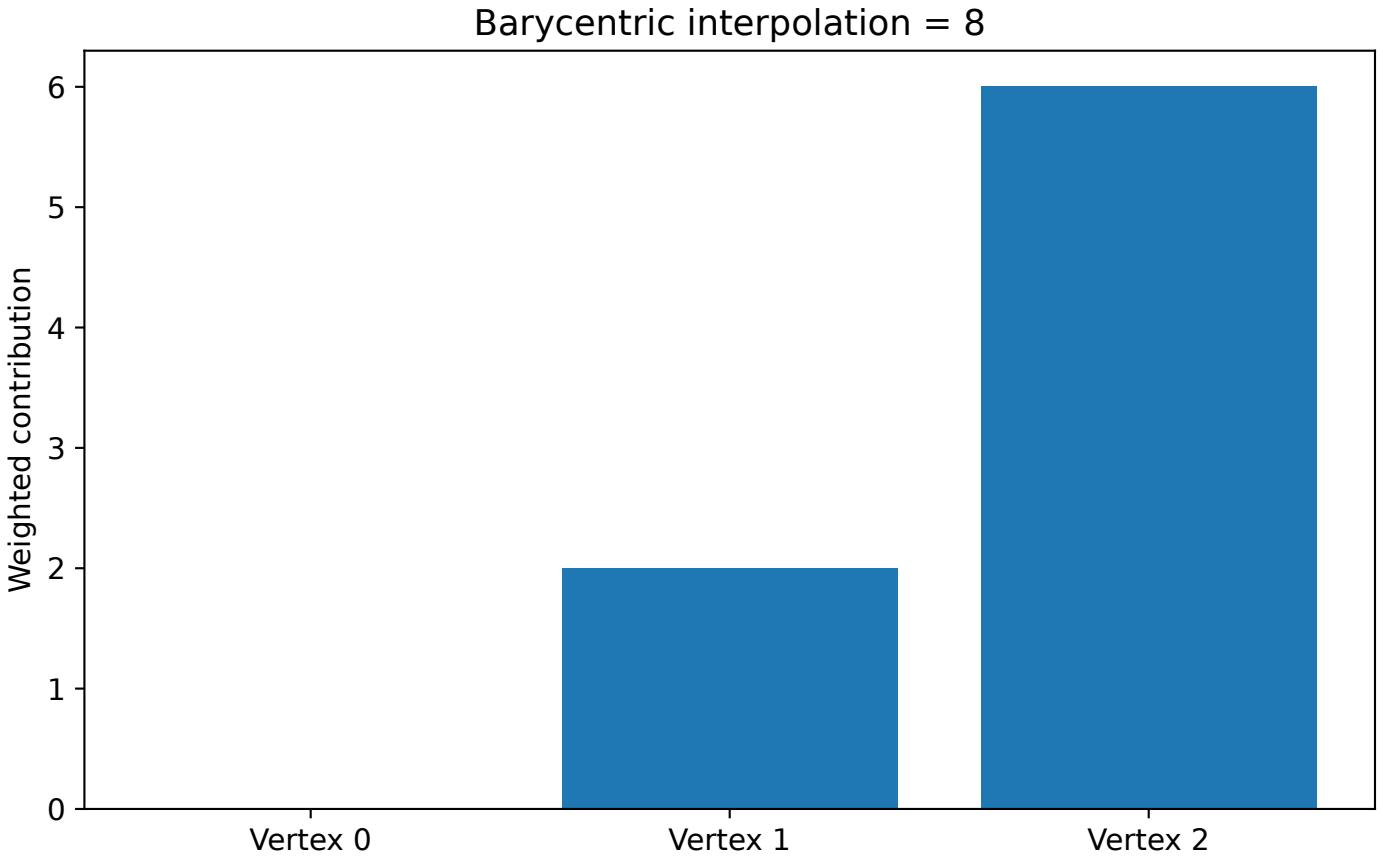
Barycentric interpolation = 8
Weighted contribution
0
1
2
3
4
5
6
Vertex 0
Vertex 1
Vertex 2