

# Displaced Terrain

This component allows you to create procedural terrain that is generated based on a heightmap texture.

NOTE: This component inherits from **Terrain**, so read that documentation for information about the shared settings.

## Height Tex

This allows you to set the heightmap texture. This texture should be use a cylindrical (equirectangular) projection.

NOTE: The height is read from the alpha channel only, this allows you to use the Alpha 8 format to save space.

## Inner Radius

This allows you to set the minimum height of the generated terrain.

## Outer Radius

This allows you to set the maximum height of the generated terrain.