

Terrain Color

This component allows you to color the vertices of an **SgtTerrain** based on the vertex height and normal.

Density

This allows you to set the frequency of the alpha noise, which can be used to break up the repetitiveness of the coloring.

Octaves

This allows you to set the detail of the density sampling.

Seed

This allows you to set the random seed of the density noise.

Land Min

This allows you to set the terrain height from which the red channel begins fading in.

Land Max

This allows you to set the terrain height at which the red channel reaches its maximum value.

Snow Min

This allows you to set the terrain height from which the green channel begins fading in.

Snow Max

This allows you to set the terrain height at which the green channel reaches its maximum value.