Terrain Simplex

This component allows you to displace an **SgtTerrain** using fractal brownian motion based on simplex noise.

Density

The allows you to set the base noise frequency, or how many bumps there are.

Strength

This allows you to set the base noise amplitude, or how deep the bumps are.

Octaves

This allows you to set how many layers of noise are sampled.

Seed

The random seed used for the noise.