Terrain Ridged Simplex

This component allows you to displace an **SgtTerrain** using ridged 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.

Invert

This allows you to place the ridges at the peaks or in the valleys of the noise.

Seed

The random seed used for the noise.