

HOW TO USE PROCGEN:

*A **grid** will be placed on after generation. Un-gridded examples shown below.

SHAPE:

This will control the size of the image.

We recommend 800x800, but any size is great!

SCALE:

This will control how zoomed in or out the generator will make the point of view.

A higher number will result in a more zoomed in POV.

We recommend any value between 300 and 500.

OCTAVES:

This will control the number of layers of detail that will be factored in.

Fewer layers create smoother but more cartoony images.

Many layers create rigid more natural terrains.

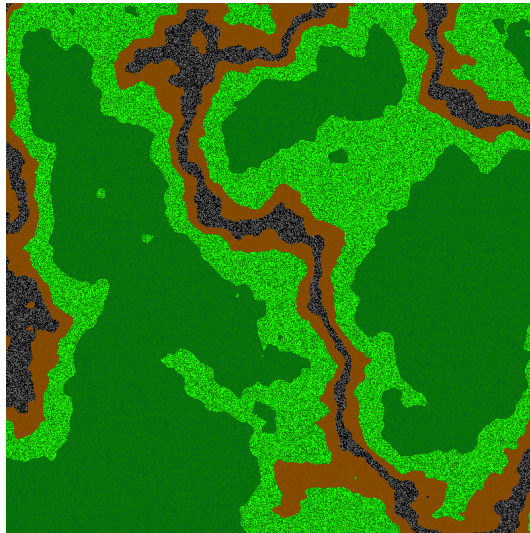
However, too many layers will result in crazy, noisy terrain.

We recommend between 4-7.

Examples:

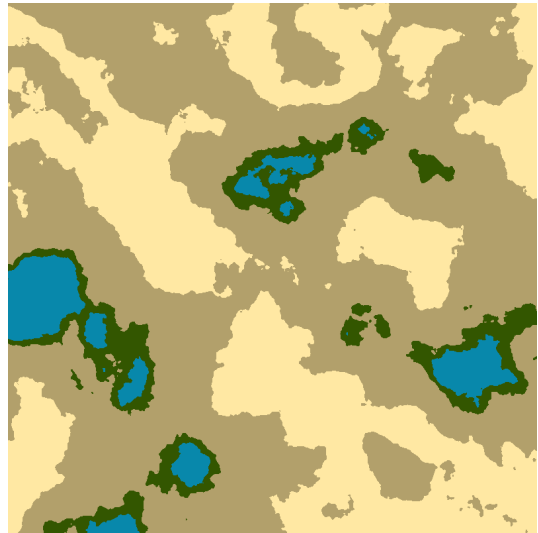
Typical “**good**” generation:

Forest, Scale = 500, Octaves = 6



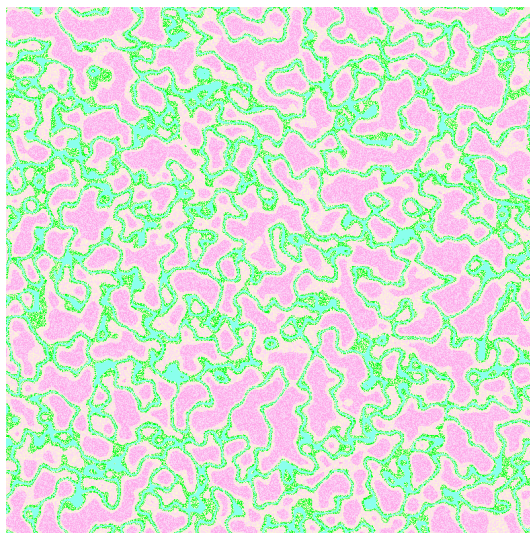
Another “**good**” generation:

Desert Oasis, Scale = 300, Octaves = 7



Low scale & octaves:

Blossom, Scale = 50, Octaves = 2



High scale & octaves:

Terrace, Scale = 1400, Octaves 10

