GUI

--Terrain Properties--

World Size:	Physical size of the terrain mesh
Grid Size:	Number of rows and columns
Height Multiplier:	scales terrain heightmap
Bumpiness:	Controls steepness
Octaves:	Controls smoothness

--Water Properties--

Active:	Sets whether or not the water is rendered

--Buttons--

Rebuild Terrain:	Rebuilds the terrain with the new parameters set by the user.

Awesome Bar

Terrain Properties

+ World Size   V={100.0..
  Grid Size   64
  Height Multipli.. 5
  Bumpiness   1
  Octaves   6

Water Properties
Active   ✓

Rebuild Terrain   ☐