

TerrainObject::GetAltitude

TerrainObject::GetNormal

SlyMath::GetBarycentricCoordinate

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graph LR; A[TerrainObject::GetAltitude] --> C[SlyMath::GetBarycentricCoordinate]; B[TerrainObject::GetNormal] --> C;
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The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'TerrainObject::GetAltitude' and the bottom box contains 'TerrainObject::GetNormal'. On the right, there is a single gray rectangular box with a black border containing the text 'SlyMath::GetBarycentricCoordinate'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'TerrainObject::GetAltitude' and 'TerrainObject::GetNormal' utilize the 'SlyMath::GetBarycentricCoordinate' function.