// **ProceduralTerrain**

```
[Range( 5,  250)] public int CellSize      =  10;

[Range(1,  20 )] public int   Octaves      = 5;
[Range(1f, 30f)] public float Scale        = 3f;
[Range(0f,  1f)] public float Persistance = 0.5f;
[Range(0f,  4f)] public float Lacunarity  = 2f;

private static int TerrainsGenerated = 0;
```

1 means every octave will have full effect on the output

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```
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[Range(0f,  4f)] public float Lacunarity  = 2f;

private static int TerrainsGenerated = 0;
```

0.5 means that each octave after the first will have half the impact on the output as the previous octave