// ProceduralTerrain

```
[Range(10, 1000)] public int TerrainSize;
[Range( 2,  100)] public int TerrainHeight;
[Range( 5,  250)] public int CellSize;

private static int TerrainsGenerated = 0;

…

for (int x = 0; x < x_segments; x++) {
  for (int z = 0; z < z_segments; z++) {
    …
  }
}

Mesh mesh = new Mesh { name = $"Procedural Terrain {++TerrainsGenerated}" };

mesh.SetVertices(vertices);
mesh.SetTriangles(triangles, 0);

GetComponent<MeshFilter>().mesh = mesh;
```

Assign the
vertices and triangles Lists
we created

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```

Assign our
procedurally generated mesh
to the Plane in our scene