// ProceduralTerrain

```
for (int x = 0; x < x_segments; x++) {
  for (int z = 0; z < z_segments; z++) {
    float height00 = GetHeight(x + 0f, z + 0f, x_segments, z_segments);
    float height01 = GetHeight(x + 0f, z + 1f, x_segments, z_segments);
    float height10 = GetHeight(x + 1f, z + 0f, x_segments, z_segments);
    float height11 = GetHeight(x + 1f, z + 1f, x_segments, z_segments);

    float height00 = 0f;
    float height01 = 0f;
    float height10 = 0f;
    float height11 = 0f;
  }
}

private float GetHeight(float x, float z, int x_segments, int z_segments) {
  return Mathf.PerlinNoise(x / (float) x_segments, z / (float) z_segments);
}
```

Instead of calling GetHeight,
we will build up the
height values ourselves

git checkout 7801a0a

// Multi-octave Perlin Moise