

// 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 Persistence = 0.5f;
```

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

Smaller values “zoom in”

```
private static int TerrainsGenerated = 0;
```

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```

There is more to Lacunarity -
which we will cover when
stepping through the height
equations