

```
// ProceduralTerrain
```

```
int z_segments = TerrainSize / CellSize;
```

```
int vertex_count = 6 * x_segments * z_segments;
```

```
List<Vector3> vertices = new List<Vector3>(new Vector3[vertex_count]);
```

```
List<int> triangles = new List<int>(new int [vertex_count]);
```

```
for (int x = 0; x < x_segments; x++) {
```

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```
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```

These Lists  
hold the data  
to build our quads

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for (int x = 0; x < x_segments; x++) {
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