

```
// ProceduralTerrain
```

```
float height11 = 0f;
```

```
float amplitude = 1f;
```

```
float frequency = 1f;
```

```
for (int i = Octaves; i > 0; i--) {
```

```
    float octave_x0 = x / Scale * frequency;
```

```
    float octave_z0 = z / Scale * frequency;
```

```
    float octave_x1 = (x + 1f) / Scale * frequency;
```

```
    float octave_z1 = (z + 1f) / Scale * frequency;
```

These values are passed to  
Mathf.PerlinNoise

```
    height00 += Mathf.PerlinNoise(octave_x0, octave_z0) * amplitude;
```

```
    height01 += Mathf.PerlinNoise(octave_x0, octave_z1) * amplitude;
```

```
    height10 += Mathf.PerlinNoise(octave_x1, octave_z0) * amplitude;
```

```
    height11 += Mathf.PerlinNoise(octave_x1, octave_z1) * amplitude;
```

```
    amplitude *= Persistence;
```

```
    frequency *= Lacunarity;
```

```
}
```

```
int x0 = x * CellSize;
```

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    height00 += Mathf.PerlinNoise(octave_x0, octave_z0) * amplitude;
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```
}
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```
int x0 = x * CellSize;
```

We follow the same pattern as before

Left(x = 0)

Near(z = 0)

