

// ProceduralTerrain

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

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

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

We first multiply our Scale by our frequency

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

Example

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

Scale = 15

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

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

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

15 x 1f = 15

```
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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```
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```

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

We first multiply our Scale by our frequency

```
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;
```

Example

Scale = 15

$15 \times 1f = 15$

```
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;
```