```
mesh.SetTriangles(triangles, 0);

mesh.RecalculateNormals();

GetComponent<MeshFilter>().mesh = mesh;
```

This one change will make our terrain look much better

```
mesh.SetTriangles(triangles, 0);

mesh.RecalculateNormals();            We'll dig into why in a future Tut

GetComponent<MeshFilter>().mesh = mesh;
```