

Playtime(UNITY, SHADER)

1. `Open(PROJECT, UNITY);`
2. `Click("Hierarchy Tab", Plane);`
3. `Open("Procedural Terrain", Insp.Shader);`
4. `Play(SliderValues);`

Debug.Log(“Notes”)

1. Debug.Log(“More layers of Perlin Noise?”);
2. See(Procedural, Terrain, 5);