// ProceduralTerrain

We generate the values for the four vertices the same way we do for a height map

```
    frequency *= Lacunarity;
  }

  if (UseFalloffMap) {
    float falloff_00 = Mathf.PerlinNoise(x,     z     ) - 0.5f;
    float falloff_01 = Mathf.PerlinNoise(x,     z + 1f) - 0.5f;
    float falloff_10 = Mathf.PerlinNoise(x + 1f, z     ) - 0.5f;
    float falloff_11 = Mathf.PerlinNoise(x + 1f, z + 1f) - 0.5f;

    height00 -= Mathf.Clamp01(height00 - falloff_00) * 0.5f;
    height01 -= Mathf.Clamp01(height01 - falloff_01) * 0.5f;
    height10 -= Mathf.Clamp01(height10 - falloff_10) * 0.5f;
    height11 -= Mathf.Clamp01(height11 - falloff_11) * 0.5f;
  }

  int x0 =  x     * CellSize;
```

// ProceduralTerrain

For each vertex we:

```
    frequency *= Lacunarity;
  }

  if (UseFalloffMap) {
    float falloff_00 = Mathf.PerlinNoise(x,      z     ) - 0.5f;
    float falloff_01 = Mathf.PerlinNoise(x,      z + 1f) - 0.5f;
    float falloff_10 = Mathf.PerlinNoise(x + 1f, z     ) - 0.5f;
    float falloff_11 = Mathf.PerlinNoise(x + 1f, z + 1f) - 0.5f;

    height00 -= Mathf.Clamp01(height00 - falloff_00) * 0.5f;
    height01 -= Mathf.Clamp01(height01 - falloff_01) * 0.5f;
    height10 -= Mathf.Clamp01(height10 - falloff_10) * 0.5f;
    height11 -= Mathf.Clamp01(height11 - falloff_11) * 0.5f;
  }

  int x0 =  x      * CellSize;
```