// **ProceduralTerrain**

```csharp
[Range( 5,  250)] public int CellSize      =  10;

[Range(1,  20 )] public int   Octaves      = 5;
[Range(1f, 30f)] public float Scale        = 3f;
[Range(0f,  1f)] public float Persistance  = 0.5f;
[Range(0f,  4f)] public float Lacunarity   = 2f;

private static int TerrainsGenerated = 0;
```

Works with Scale to determine
the area used for sampling
Perlin Noise values

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```

Works similarly, but opposite, to Scale