

# Initialize(PROJECT)

1. `git clone https://github.com/bsgbryan/MinTuts`
2. `cd MinTuts`
3. `git checkout Procedural-Terrain-1`
4. `git checkout 5a5845b // let's pick up`

```
// ProceduralTerrain
```

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

```
mesh.RecalculateNormals();
```

This one change will make our terrain look much better

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