

## // ProceduralTerrain

```
float height11 = 0f;
```

```
float amplitude = 1f;
```

```
float frequency = 1f;
```

We then divide our current x coordinate  
by the product of Scale \* frequency

```
for (int i = Octaves; i > 0; i--) {
```

Example

```
float octave_x0 = x / Scale * frequency;
```

Scale = 15     x = 1

```
float octave_z0 = z / Scale * frequency;
```

```
float octave_x1 = (x + 1f) / Scale * frequency;
```

15 x 1f = 15     1 / 15 = 0.06667f

```
float octave_z1 = (z + 1f) / Scale * frequency;
```

```
height00 += Mathf.PerlinNoise(octave_x0, octave_z0) * amplitude;
```

```
height01 += Mathf.PerlinNoise(octave_x0, octave_z1) * amplitude;
```

```
height10 += Mathf.PerlinNoise(octave_x1, octave_z0) * amplitude;
```

```
height11 += Mathf.PerlinNoise(octave_x1, octave_z1) * amplitude;
```

```
amplitude *= Persistence;
```

```
frequency *= Lacunarity;
```

```
}
```

```
int x0 = x * CellSize;
```

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```
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```

```
float amplitude = 1f;
```

```
float frequency = 1f;
```

We then divide our current x coordinate  
by the product of Scale \* frequency

```
for (int i = Octaves; i > 0; i--) {
```

Example

```
float octave_x0 = x / Scale * frequency;
```

Scale = 15     x = 3

```
float octave_z0 = z / Scale * frequency;
```

```
float octave_x1 = (x + 1f) / Scale * frequency;
```

$15 \times 1f = 15$       $3 / 15 = 0.2f$

```
float octave_z1 = (z + 1f) / Scale * frequency;
```

```
height00 += Mathf.PerlinNoise(octave_x0, octave_z0) * amplitude;
```

```
height01 += Mathf.PerlinNoise(octave_x0, octave_z1) * amplitude;
```

```
height10 += Mathf.PerlinNoise(octave_x1, octave_z0) * amplitude;
```

```
height11 += Mathf.PerlinNoise(octave_x1, octave_z1) * amplitude;
```

```
amplitude *= Persistence;
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```
frequency *= Lacunarity;
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```
}
```

```
int x0 = x * CellSize;
```