

```
// ProceduralTerrain
```

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

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

We'll dig into why in a future Tut

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

```
git checkout 7cbb30c
```

```
// Adding a falloff map
```