

SgtTerrainRidgedSimplex

This component applies a ridged simplex distribution to the current terrain.

Frequency

The density/frequency/tiling of the displacement.

Amplitude

The +- strength of the displacement.

Octaves

The detail of the simplex noise.

Invert

Invert the ridges?

Seed

This allows you to set the random seed used during procedural generation.

1. [SgtTerrainRidgedSimplex](#)

- 1. [Frequency](#)
- 2. [Amplitude](#)
- 3. [Octaves](#)
- 4. [Invert](#)
- 5. [Seed](#)