SgtTerrainSimplex

This component applies a FBM 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.

Seed

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

1. SgtTerrainSimplex

- 1. Frequency
- 2. Amplitude
- 3. Octaves
- 4. Seed