

Displaced Terrain

This component allows you to create procedural terrain that is generated based on a heightmap texture.

NOTE: This component inherits from **Terrain**, so read that documentation for information about the shared settings.

Height Tex

This allows you to set the heightmap texture. This texture should be use a cylindrical (equirectangular) projection.

NOTE: The height is read from the alpha channel only, this allows you to use the Alpha 8 format to save space.

Inner Radius

This allows you to set the minimum height of the generated terrain.

Outer Radius

This allows you to set the maximum height of the generated terrain.