

```

displacement
test11c(float Km = 0.1,
        freq = 1,
        layers = 3;
        string space = "object")
{
float    hump = 0;
normal  n = normalize(N);
point   p = transform(space, P);
float    j, f = freq, amplitude = 1;

for(j = 0; j < layers; j += 1) {
    hump += abs(noise(p * f) - 0.5) * amplitude;
    f *= 3;
    amplitude *= 3;
}

P = P - n * hump * Km;
N = calculatenormal(P);
}

```