Challenge: Adding _SinTime to Lighting Model

Unity has several built-in shader variables that allow you to access changing time values to create animated effects. In this challenge _SinTime is used. A regular sin wave changes in value between 0 and 1 over time. In this case the _SinTime returns 4 values that change overtime based on the time since level load as specified in the table below. These changing values are used to modify the lighting colour giving you an animated colour effect.

Time

Name	Type	Value
_Time	float4	Time since level load (t/20, t, t*2, t*3), use to animate things inside the shaders.
_SinTime	float4	Sine of time: (t/8, t/4, t/2, t).
_CosTime	float4	Cosine of time: (t/8, t/4, t/2, t).
unity_DeltaTime	float4	Delta time: (dt, 1/dt, smoothDt, 1/smoothDt).

* extract from https://docs.unity3d.com/Manual/SL-UnityShaderVariables.html