**Challenge**

Although, as you will soon see, it makes no sense to do so, add another property to your first shader called \_myNormal and set it with a colour dialogue as was done for the other properites. Use this value to set the output surface value of Normal. Try this challenge for yourself before checking your method against the attached answer. The result should look like this:

A screenshot of a computer

AI-generated content may be incorrect.A red cartoon rabbit with two ears

AI-generated content may be incorrect.

Resources for this lecture

* MyFirstShaderChallenge.shader.zip