**Properties Challenge 1**

Modify the shader from the previous lecture to use the \_myColor, \_myRange and \_myTex property to add colour to the albedo.  Hint: add \_myColor to the existing albedo calculation.  Try to work out the answer yourself before looking at the attached answer. See image below.

A computer screen shot of a cartoon

AI-generated content may be incorrect.

Resources for this lecture

* PropertiesChallenge1.shader.zip