**Challenge 1**

**Create a shader that makes waves on the surface of a mesh as well as scrolling 2 images over the surface at different rates. The objective is to combine the exercises from the last two lectures to create an ocean effect. Try this out for yourself before checking the answer attached.**

**See images**

**A close up of a rock

AI-generated content may be incorrect.A close up of a green and black surface

AI-generated content may be incorrect.**

**Resources for this lecture**

* **UVScrollWaterWithWaves.shader.zip**