

```
// Procedural Terrain.shader
```

```
_ShoreLimit("Shore Limit", Range(0.05, 0.1 )) = 0.05
```

```
_ShoreMultiplier ("Shore Multiplier", Range(1, 4 )) = 2
```

```
_IntensityMultiplier("Intensity Multiplier", Range(0.0001, 0.02)) = 0.015
```

```
}
```

```
...
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As with the **Limit** properties, we tell **ShaderLab**...

- what shader properties to look for...
- what the labels to display for the properties in the inspector should be...
- what **Property Drawer** type to use...

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_ShoreMultiplier ("Shore Multiplier", Range(1, 4 )) = 2  
_IntensityMultiplier("Intensity Multiplier", Range(0.0001, 0.02)) = 0.015  
}
```

...

As with the **Limit** properties, we tell **ShaderLab**...  
what shader properties to look for...  
what the labels to display for the properties in the  
inspector should be...  
what **Property Drawer** type to use...  
and the default values to assign to the properties