```
// Procedural Terrain.shader

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

  _RedChannel  ("Red Channel",   Range(0, 1)) = 0
  _GreenChannel("Green Channel", Range(0, 1)) = 1
  _BlueChannel ("Blue Channel",  Range(0, 1)) = 0
}

...
    float _IntensityMultiplier;

    float _RedChannel;
    float _GreenChannel;
    float _BlueChannel;

...
```

By now…
these lines…
and these lines…

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…
```

By now…
these lines…
and these lines…
should be familiar