

```
// 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
```

```
}
```

```
...
```

By now...
these lines...

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

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

```
_RedChannel ("Red Channel", Range(0, 1)) = 0
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_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...