

## // Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
```

```
    Properties {
```

```
        _WaterLimit("Water Limit", Range(0.000001, 0.05)) = 0.01
```

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

```
    }
```

```
    SubShader {
```

```
        Pass {
```

```
...
```

```
            #include "UnityCG.cginc"
```

```
            float _WaterLimit;
```

```
            float _ShoreLimit;
```

```
            struct v2f {
```

```
...
```

With **\_WaterLimit** and **\_ShoreLimit** defined in the Properties section, we must now define them in the **SubShader > Pass > CGPROGRAM** section

This may seem redundant, but it makes sense when you consider that the Properties section exists only to link shader properties to Unity's material inspector

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The Properties section does not define anything in the scope of the shader; each line simply says...