

// 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  
}
```

...

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...

```
// 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
```

```
}
```

```
...
```

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...