

**git checkout 31a8d2b**

// Hi there, Roy G Biv...

```
// 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...