

## // 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 {
```

```
    ...
```

Here we introduce the Properties section

The Properties section is used to expose shader properties so they can be edited via the material inspector in Unity

## // 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 {
```

```
    ...
```

Here we introduce the Properties section

The Properties section is used to expose shader properties so they can be edited via the material inspector in Unity

The first two properties we expose are **\_WaterLimit** and **\_ShoreLimit**

**\_WaterLimit** and **\_ShoreLimit** are the names that will be used in our shader code to refer to these two properties