```
// 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
}

…
    float _IntensityMultiplier;

    float _RedChannel;
    float _GreenChannel;
    float _BlueChannel;

…
    float r = 0;
    float g = 1;
    float b = 0;

    float r = _RedChannel;
    float g = _GreenChannel;
    float b = _BlueChannel;

…
    g = 0;
    b = 1;

    g -= 1;
    b += 1;
```

By now…
these lines…
and these lines…
should be familiar
All we do here is assign the **r**, **g**, and **b** variables
to our exposed properties instead of hard-coded
values
And change our color swapping logic to add
and remove 1 instead of setting **g** and **b** to 0 and
1, respectively

Playtime(UNITY, SHADER)

1. Open(PROJECT, UNITY);

2. Click("Hierarchy Tab", Plane);

3. Open("Procedural Terrain", Insp.Shader);

4. Play(SliderValues);