

```
// 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  
}
```

We use both _ShoreLimit...

```
...  
float _ShoreLimit;
```

```
float _ShoreMultiplier;  
float _IntensityMultiplier;
```

```
...  
float p = i.wpos.y * 0.015;  
float p = i.wpos.y * _IntensityMultiplier;
```

```
...  
r = -(p - 0.1);  
r = -(p - (_ShoreLimit * _ShoreMultiplier));
```

// 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
```

```
}
```

We use both **_ShoreLimit...**
and **_ShoreMultiplier...**

```
...
```

```
float _ShoreLimit;
```

```
float _ShoreMultiplier;
```

```
float _IntensityMultiplier;
```

```
...
```

```
float p = i.wpos.y * 0.015;
```

```
float p = i.wpos.y * _IntensityMultiplier;
```

```
...
```

```
r = -(p - 0.1);
```

```
r = -(p - (_ShoreLimit * _ShoreMultiplier));
```