

## // 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...**

to replace this hard-coded value

```
...
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));
```

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r = -(p - 0.1);
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r = -(p - (_ShoreLimit * _ShoreMultiplier));
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We use both **\_ShoreLimit...**

and **\_ShoreMultiplier...**

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Notice that, at their default values,