// 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
}

…
        float _ShoreLimit;

        float _ShoreMultiplier;
        float _IntensityMultiplier;

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

…
```

With both our properties setup properly we can replace more hard-coded values

First we replace our hard-coded intensity value with **_IntensityMultiplier**

As this property approaches its max, the vertical space available to the water, shore, and hills grows

This pushes the water and shore lines down, and makes the peaks of the hills brighter

As it approaches its min, the vertical space available to the water, shore, and hills shrinks

This pushes the water and shore lines up, and makes the peaks of the hills dimmer/darker

```
// 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));
```