

```
// 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
```

```
}
```

```
...
```

By now...

```
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```
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```
...
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By now...
these lines...