

Initialize(PROJECT)

1. `git clone https://github.com/bsgbryan/MinTuts`
2. `cd MinTuts`
3. `git checkout Prodecural-Terrain-4`
4. `git checkout aab5c01 // Let's get editable!`

// Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
```

```
    Properties {
```

```
        _WaterLimit("Water Limit", Range(0.000001, 0.05)) = 0.01
```

```
        _ShoreLimit("Shore Limit", Range(0.05, 0.1 )) = 0.05
```

```
    }
```

```
    SubShader {
```

Here we introduce the Properties section

```
...
```