

// 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**

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```
...
```

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