

// 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
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    }
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    SubShader {
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Here we introduce the Properties section

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Here we introduce the Properties section

The Properties section is used to expose shader properties so they can be edited via the material inspector in Unity