

## // 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 {
```

```
        Pass {
```

```
...
```

```
            #include "UnityCG.cginc"
```

```
            float _WaterLimit;
```

```
            float _ShoreLimit;
```

```
            struct v2f {
```

```
...
```

```
            if (p < 0.01) {
```

```
            if (p < _WaterLimit) {
```

```
...
```

```
            } else if (p < 0.05) {
```

```
            } else if (p < _ShoreLimit) {
```

With everything set up properly...

we can also replace the hard-coded shore limit with our **\_ShoreLimit** property

```
git checkout 234e531
```

```
// Who likes multiplying?!
```