

## // 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

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

The first two properties we expose are **\_WaterLimit** and **\_ShoreLimit**

**\_WaterLimit** and **\_ShoreLimit** are the names that will be used in our shader code to refer to these two properties

**“Water Limit”** and **“Shore Limit”** are the names that will be displayed for these properties in Unity’s material inspector

## // 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

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

The first two properties we expose are **\_WaterLimit** and **\_ShoreLimit**

**\_WaterLimit** and **\_ShoreLimit** are the names that will be used in our shader code to refer to these two properties

**"Water Limit"** and **"Shore Limit"** are the names that will be displayed for these properties in Unity's material inspector

These properties are given a *type* of **Range** - with min and max values specifying the bounds of the ranges