

// Procedural Terrain.shader

```
_IntensityMultiplier("Intensity Multiplier", Range(0.0001, 0.02)) = 0.015
```

```
_RedChannel ("Red Channel", Range(0, 1)) = 0  
_GreenChannel("Green Channel", Range(0, 1)) = 1  
_BlueChannel ("Blue Channel", Range(0, 1)) = 0
```

```
}
```

```
...
```

```
float _IntensityMultiplier;
```

```
float _RedChannel;
```

```
float _GreenChannel;
```

```
float _BlueChannel;
```

```
...
```

```
float r = 0;
```

```
float g = 1;
```

```
float b = 0;
```

```
float r = _RedChannel;
```

```
float g = _GreenChannel;
```

```
float b = _BlueChannel;
```

```
...
```

By now...

these lines...

and these lines...

should be familiar

All we do here is assign the **r**, **g**, and **b** variables to our exposed properties instead of hard-coded values

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float _IntensityMultiplier;
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float r = 0;
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```
float r = _RedChannel;
```

```
float g = _GreenChannel;
```

```
float b = _BlueChannel;
```

```
...
```

```
g = 0;  
b = 1;  
g -= 1;  
b += 1;
```

By now...

these lines...

and these lines...

should be familiar

All we do here is assign the **r**, **g**, and **b** variables to our exposed properties instead of hard-coded values

And change our color swapping logic to add and remove 1 instead of setting **g** and **b** to 0 and 1, respectively