Shader "Custom/DynamicCaveCeiling"

{

 Properties

 {

 \_MainTex ("Texture", 2D) = "white" {}

 \_MovementSpeed ("Movement Speed", Range(0.1, 1.0)) = 0.2

 }

 SubShader

 {

 Tags { "RenderType"="Opaque" }

 LOD 100

 Pass

 {

 CGPROGRAM

 #pragma vertex vert

 #pragma fragment frag

 #include "UnityCG.cginc"

 struct appdata

 {

 float4 vertex : POSITION;

 float2 uv : TEXCOORD0;

 };

 struct v2f

 {

 float2 uv : TEXCOORD0;

 float4 vertex : SV\_POSITION;

 };

 sampler2D \_MainTex;

 float4 \_MainTex\_ST;

 float \_NoiseStrength;

 float \_MovementSpeed;

 v2f vert (appdata v)

 {

 v2f o;

 o.vertex = UnityObjectToClipPos(v.vertex);

 o.uv = TRANSFORM\_TEX(v.uv, \_MainTex);

 return o;

 }

 float4 frag (v2f i) : SV\_Target

 {

 float2 uv = i.uv;

 uv += \_Time.y \* \_MovementSpeed;

 float4 color = tex2D(\_MainTex, uv);

 return color ;

 }

 ENDCG

 }

 }

 FallBack "Diffuse"

}