

## // MinTuts/Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
    SubShader {
        Pass {
            CGPROGRAM

            #pragma vertex    vert
            #pragma fragment  frag

            #include "UnityCG.cginc"

            struct v2f {
                float4 pos : SV_POSITION;
                float3 wpos : POSITION1;
            };

            v2f vert(float4 vertex : POSITION) {
                v2f o;

                o.pos = UnityObjectToClipPos(vertex);
                o.wpos = mul(unity_ObjectToWorld, vertex);

                return o;
            }

            float4 frag(v2f i) : COLOR {
                float p = i.wpos.y * 0.015;
                float3 y = float3(p, p, p);

                return float4(y, 1);
            }

        }
    }
}
```

Here we are defining a data structure

This data structure is named **v2f**; which is short for vertex2fragment

It has two properties; **pos** (of type **float4**) and **wpos** (of type **float3**)

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It has two properties; **pos** (of type **float4**) and **wpos** (of type **float3**)

These properties have **semantics** along with their types

The best way to think about **semantics** is as a filter on top of a type

For example: **pos** has a type of **float4** with a **semantic** filter of **SV\_POSITION**

The **semantic** meaning of **SV\_POSITION** is: clip space position, or where the current vertex is located relative to the cameras field of view

Another example: **wpos** has a type of **float3** with a **semantic** filter of **POSITION1**

The **semantic** meaning of **POSITION1** is: world space position, or where the current vertex is located in the world