

## // 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);
            }

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We assign the result of this calculation to the variable **p**... which has a type of **float**

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We then use **p** to build...