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    y = float3(1, 1, 1);
} else if (p < 0.05) {
    r = -(p - 0.1);
    g = r;

    y = float3(1, 1, 1);
}

return float4(y * float3(r, g, b), 1);
```

The goal of this commit to create a small shoreline between the water and grass

To do that we first need to make sure our previous **if** didn't match

If it didn't, we check if…

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The goal of this commit to *create* a small shoreline between the water *and* grass

To do that we first need to make sure our *previous* **if** *didn't match*

If it *didn't*, we check if…

p is less than where we want the top of our shoreline to be