

**git checkout b2115f4**

// Water needs a shoreline

## // MinTuts/Procedural Terrain.shader

```
    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