

// MinTuts/Procedural Terrain.shader

```
float3 y = float3(p, p, p);
```

```
float r = 0;
```

```
float g = 1;
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float b = 0;
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```
return float4(y * float3(r, g, b), 1);
```

The goal of this commit to get our shader to go from green to black *instead of white* to black

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We start by defining 3 **floats**