```
    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…

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

If it is, we subtract 0.1 from **p**

This will result in a negative number which grows larger as **p** approaches 0

We then flip the sign of our resulting value

The result of this flip is larger positive numbers the closer **p** gets to 0.01 - and smaller positive numbers as **p** approaches 0.05

This gives us a gradient that goes in the opposite direction from the grass gradient: light to dark as **p** increases

We assign the result of these calculations to the red channel (**r**)

We then assign **r** to **g** (this is what gives us the brown color)

As before, we max **y** out for brightness

Playtime(UNITY, TERRAIN)

1. Open(PROJECT, UNITY);

2. Click("Hierarchy Tab", Plane);

3. Play(SliderValues & ToggleValues);