// 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);
        }

      ENDCG
    }
  }
}
```

The **Pass** section(s) *specify* the logic for a **Shader**

If multiple **Pass** sections are specified they are executed in order from *top to bottom*

NOTE: Specifying multiple **Pass** sections gets expensive *quick*; whenever possible limit your **SubShader** to a *single* **Pass** (*transparency effects are one of the few cases where multiple* ***Pass*** *sections are required*)

// MinTuts/Procedural Terrain.shader

```
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    Pass {
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      ENDCG
    }
  }
}
```

CGPROGRAM/**ENDCG** specify *where* the **Cg** code **Unity** needs to compile is

Everything between **CGPROGRAM**/**ENDCG** is **NVIDIA**'s **Cg** (*aka C for graphics*)

You can mix **HLSL** (*High-Level Shader Language or High-Level Shading Language; aka **Microsoft**'s DirectX*) and **Cg**