Initialize(PROJECT)

1. `git clone https://github.com/bsgbryan/MinTuts`
2. `cd MinTuts`
3. `git checkout Procedural-Terrain-3`
4. `git checkout 7eea485 // see our new shader`

// 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
    }
  }
}
```

This is the initial version of our new shader.
In subsequent commits well add useful features, and we'll end up with terrain that finally looks… like terrain!

For now, let's break what we have here apart and work through understanding it step-by-step.

NOTE: In this commit the shader has not yet been applied to the terrain. In the next commit, 7a0dfc4, the material and shader will have been applied to the terrain - so we can see what our shader's output is.