git checkout 8692d1

// Let's make some water

The <u>goal</u> of this commit to change the <u>black</u> color when **p** is very close to 0 to <u>blue</u> - so we have water instead of darkness

```
float b = 0;

if (p < 0.01) {
    g = 0;
    b = 1;

    y = float3(1, 1, 1);
}

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