// 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 **Shader** section specifies the *name* (*aka location in a Material's **Shader** drop-down menu in Unity*)

This **Shader** would be *located* in the Procedural Terrain submenu *under* the MinTuts root menu item

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// MinTuts/Procedural Terrain.shader

Shader "MinTuts/Procedural Terrain" {
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    Pass {
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          float3 y = float3(p, p, p);

          return float4(y, 1);
        }

      ENDCG
    }
  }
}
```

The **SubShader** section(s) *specify* all variants of our shader

This shader has a single **SubShader** - meaning all platforms (*PS4, mobile, PC, etc*) will use the same **SubShader**

We'll look at *targeting specific platforms* using multiple **SubShader** sections in a future Tut