

**git checkout 7a0dfc4**

// I SEE GREEN!!!

## // MinTuts/Procedural Terrain.shader

```
float3 y = float3(p, p, p);
```

```
float r = 0;
```

```
float g = 1;
```

```
float b = 0;
```

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

The goal of this commit to get our shader to go from green to black *instead of white* to black