// MinTuts/Procedural Terrain.shader

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    y = float3(1, 1, 1);
} else if (p < 0.05) {
    r = -(p - 0.1);
    g = r;

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

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

The goal of this commit to *create* a small shoreline between the water *and* grass

To do that we first need to make sure our *previous* **if** *didn't match*

If it *didn't*, we check if…

p is less than where we want the top of our shoreline to be

If it *is*, we *subtract* 0.1 from **p**

This will result in a *negative number* which grows larger as **p** *approaches 0*

We then *flip* the *sign* of our resulting value

The result of this flip is *larger positive numbers* the closer **p** gets to 0.01 - and *smaller positive numbers* as **p** approaches 0.05

This gives us a gradient that goes in the opposite direction from the grass gradient: light to dark as **p** increases

We assign the result of these calculations to the *red* channel (***r***)

We then assign **r** to **g** (*this is what gives us the brown color*)

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As before, we max **y** out for brightness