

# // 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);
            }

        }
    }
}
```

These are **pragma-names**

**pragma-names** specify what kind of **#pragma** directive we want

**vertex** and **fragment** instruct the compiler to ensure a **vertex** function and a **fragment** function exist in the **Cg** block

**NOTE:** **#pragma** directives only apply to the code below their definition

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            }

        }
    }
}
```

These are **pragma-arguments**

**pragma-arguments** tell the compiler what symbol to look for that satisfies the **pragma-name**

**vert** and **frag** are the names of the two functions defined in this file

If **vert** and/or **frag** are not defined in this file the compiler will throw an error

**NOTE:** These **#pragma** lines do not say anything about the arguments to the **vert** or **frag** functions (*I'll explain why when I get to **semantics***)