

// MinTuts/Procedural Terrain.shader

```
float b = 0;

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

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

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

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

To do this we first need to check if...

p is close to 0

If it is, we flip the values of **g** and **b**

And set all **y**'s channels to max value (so our water is nice and bright)

git checkout b2115f4

// Water needs a shoreline