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

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

return float4(y * float3(r, g, b), 1);
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The goal of this commit 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**

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