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A shader's sole purpose is to return four numbers: r, g, b, and a. That's all it ever does or can do. The function you see in front of you runs for every single pixel on screen. It returns those four color values, and that becomes the color of the pixel. This is what's called a Pixel Shader (sometimes referred to as a Fragment Shader).

A Beginner's Guide to Coding Graphics Shaders

2D Shader Development: Foundations: (Make your game unique in a world full of lookalikes) Francisco Tufro. 3.9 out of 5 stars 8. Kindle Edition. \$9.99. GPU Zen: Advanced Rendering Techniques Wolfgang Engel. 3.3 out of 5 stars 18. Kindle Edition.

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