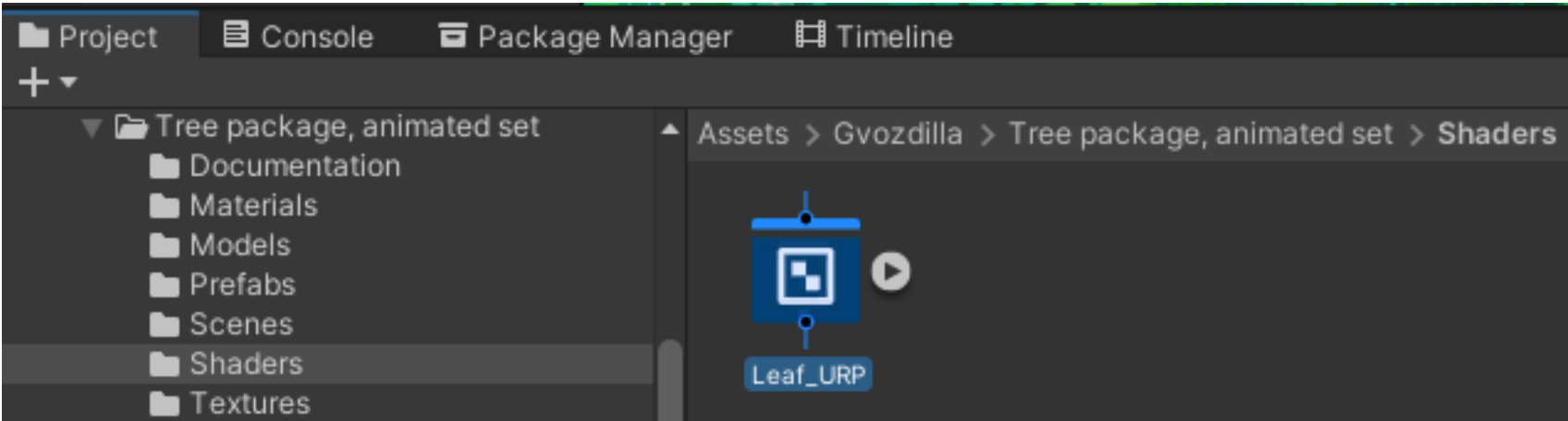


The name of the shader file is "Leaf_URP".

The path to the shader is
.../Tree package, animated set/Shaders/Leaf_URP



The shader allows you to animate tree leaves.

When using leaf materials
(.../Tree package, animated set/Materials)
you can adjust the direction, speed, wind strength
and color of the leaves.

To do this, you need to use Inspector.

