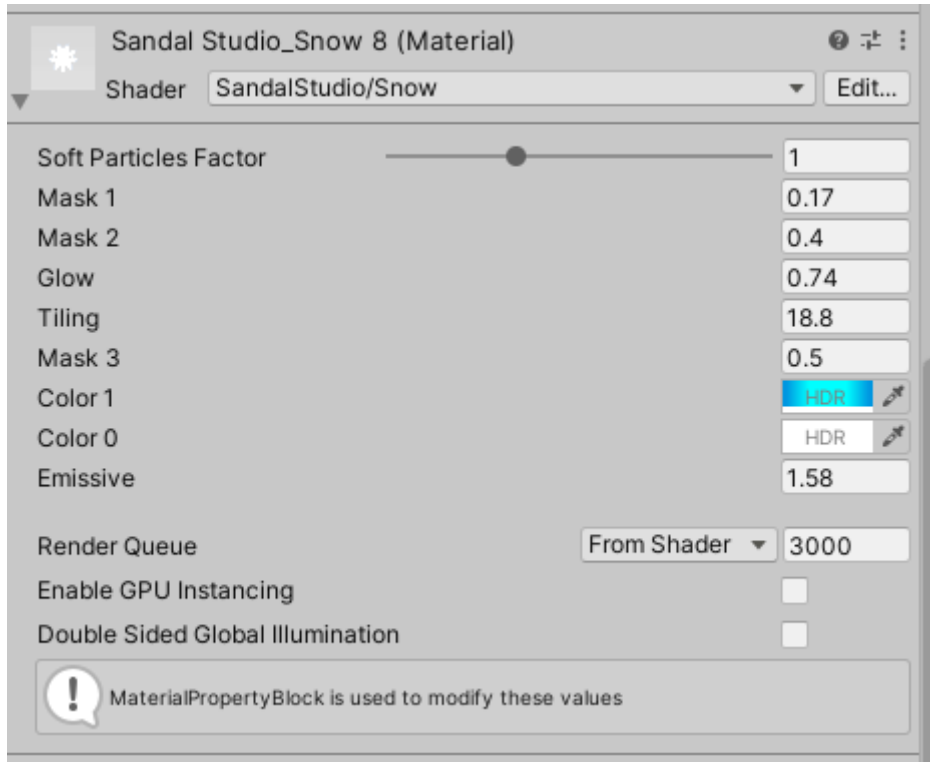


Instructions for shaders.

Snow material.



Mask 1 – *first snowflake pattern.*

Mask 1 – *2nd snowflake pattern.*

Glow – Transparency of the internal glow of the pattern.

Color 0 – *inner color.*

Color 1 – *External color.*

Mask 3 – *3 snowflake pattern.*

Tiling – number of edges.

Emissive – color intensity.

If you have any questions, please write :
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