**Properties Challenge 2**

Create a shader that takes a texture to use as the albedo colour, but no matter what always turns up the green channel to full. Try to work this out before checking out the attached solution.  See image below.  I used Zombunnies diffuse for the texture.

A computer screen shot of a green cartoon

AI-generated content may be incorrect.

Resources for this lecture

* PropertiesChallenge2.shader.zip