We use some auxiliary Shaders to draw over the $\_PressureTexture$ variable of our Grass Shader, this way we can use this texture ass guide to draw our path on the grass. Same way we make the grass get up drawing random black dots over the texture.

1. Layer mask

The layer assigned to the grass which the Ray will detect.

2. Path color

The brush color ([0,255,0] is recommended).

3. Ray distance

Distance from the object that can affect the grass.

4. Pressure reset amount

$Rain$[1] intensity.

5. Pressure reset opacity

$Rain$[1] drops opacity.

6. Objects

Objects that can affect the grass.

7. Brush Sizes

Brush sizes of each object on the *'Objects'* list.

8. Brush Strengths

Brush opacity of each object on the *'Objects'* list.

[1]$Rain$: To reset the grass, we use the *RandomDots* shader that cover the texture with a *Rain* of black dots.