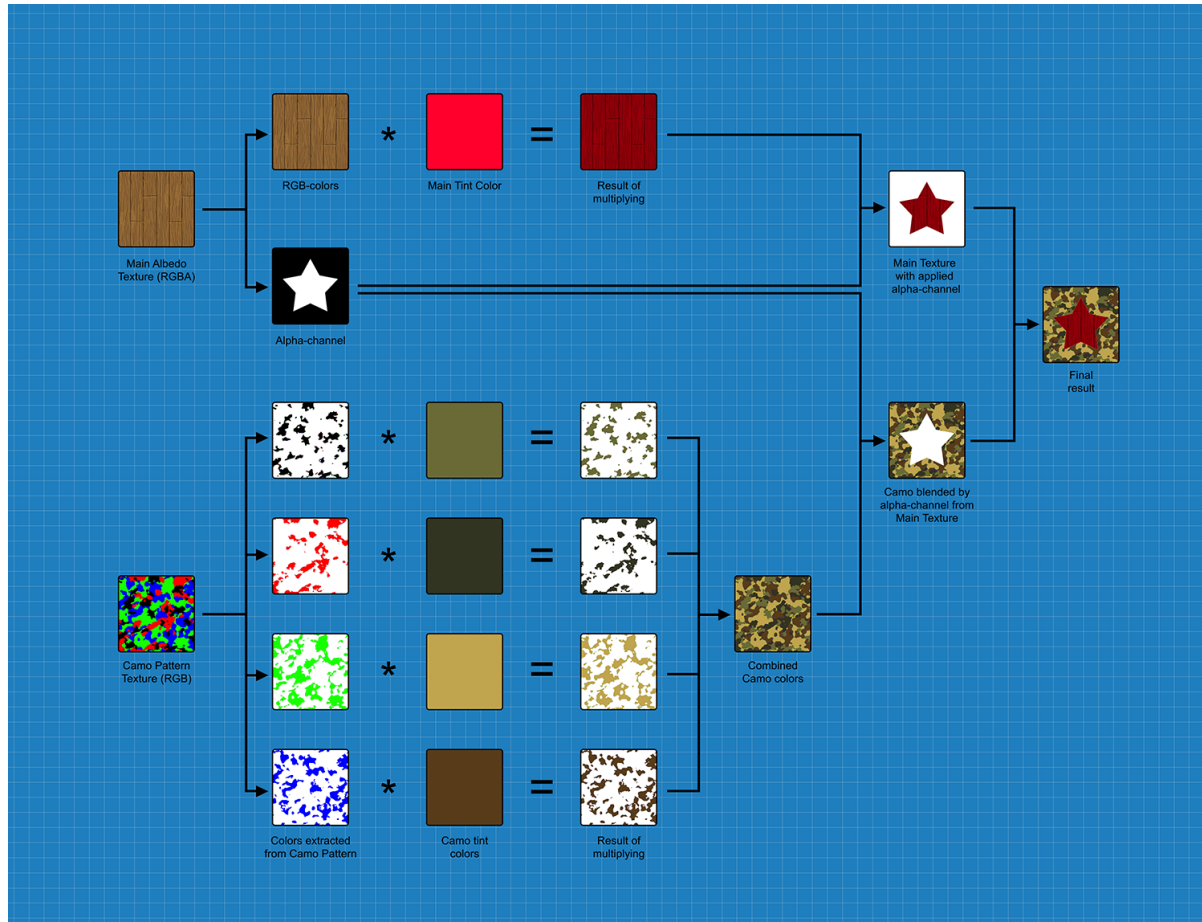


# Camo Shader Pack

This shaders works in the same way as the standard shader, but with additional properties: camouflage pattern and colors.



Shader properties:

- **\_CamoPatternTex** - camouflage pattern which is used as a mask. The colors of mask will be replaced by camouflage colors.
- **\_CamoBlackTintColor** - this color will replace the black one from the pattern. It works in the same manner for the rest of colors: **\_CamoRedTintColor**, **\_CamoGreenTintColor**, **\_CamoBlueTintColor**.
- **\_MainTex** - the main diffuse texture. Her alpha-channel is used as camouflage mask: black color area is used to display the main texture colors, white - camouflage colors. The alpha-channel is also used as the mask of transparency in transparent shaders.

All other properties are similar to the properties of a standard shader.

In fact, you can get everything you need from a folder "CamoShadersPack/Shaders". All other assets are only for demonstration and can be deleted, if they are not needed.

For any questions, you can contact me: [alt3d@yandex.ru](mailto:alt3d@yandex.ru)

Thanks for buying this package.