Modifications/improvements to MoW assets.

1. [Birds](http://mowtestweb.azurewebsites.net/scenario.play?srcpage=scenarios&scenario=birds&text=birds)

Sprite: birdR.png

Modify the sprite to an explicit and characteristic craw instead of generic "bird" image.

2. beer-sample.zip

Unity 2019.4.16f1

Modify 3D objects (materials, maps, textures, shaders, etc.) to provide quality realistic looks for beer objects in Unity 2019.4

3. [Train](http://mowtestweb.azurewebsites.net/scenario.play?srcpage=scenarios&scenario=train&text=go%20train%20go)

Improve/redo scenario graphics.

Create cartoon-styled scene animation objects:

- Steam train sprite

- Smoke sprites

- Backdrop (sky, clouds, moon and stars (or sun, if daylight), etc.)

- Layer 1 - far mountains

- Layer 2 - hills, trees, etc.

- Layer 3 - rail tracks.

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GF