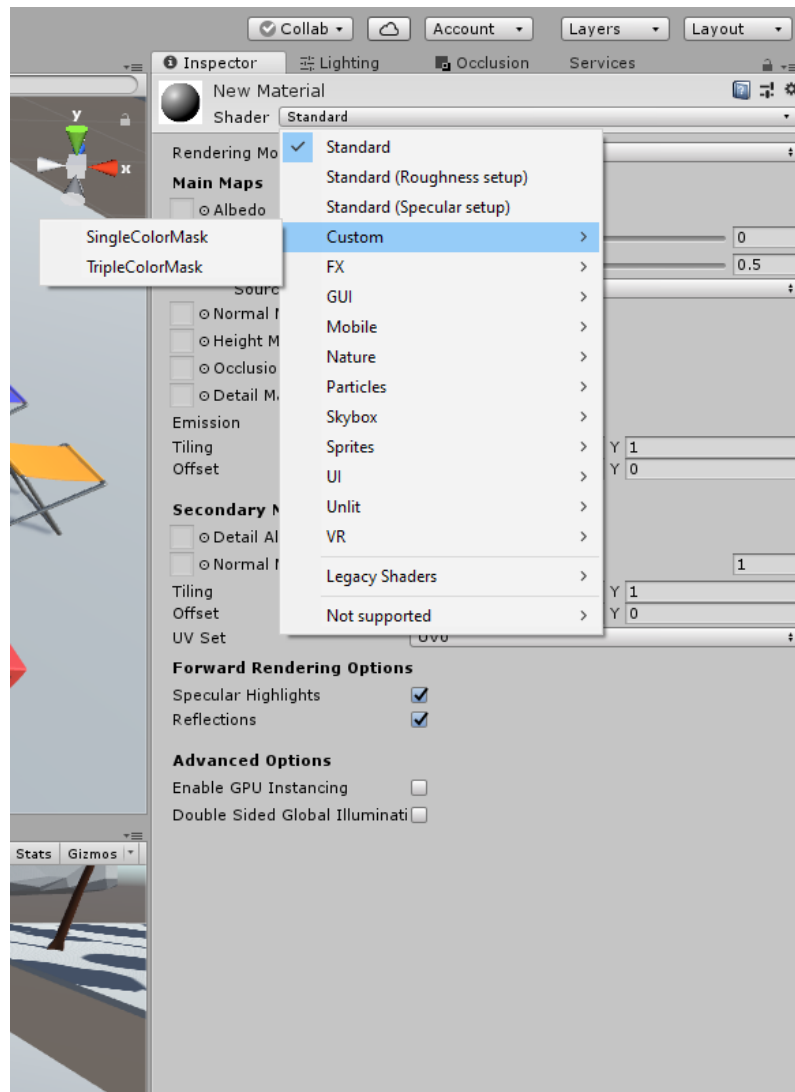


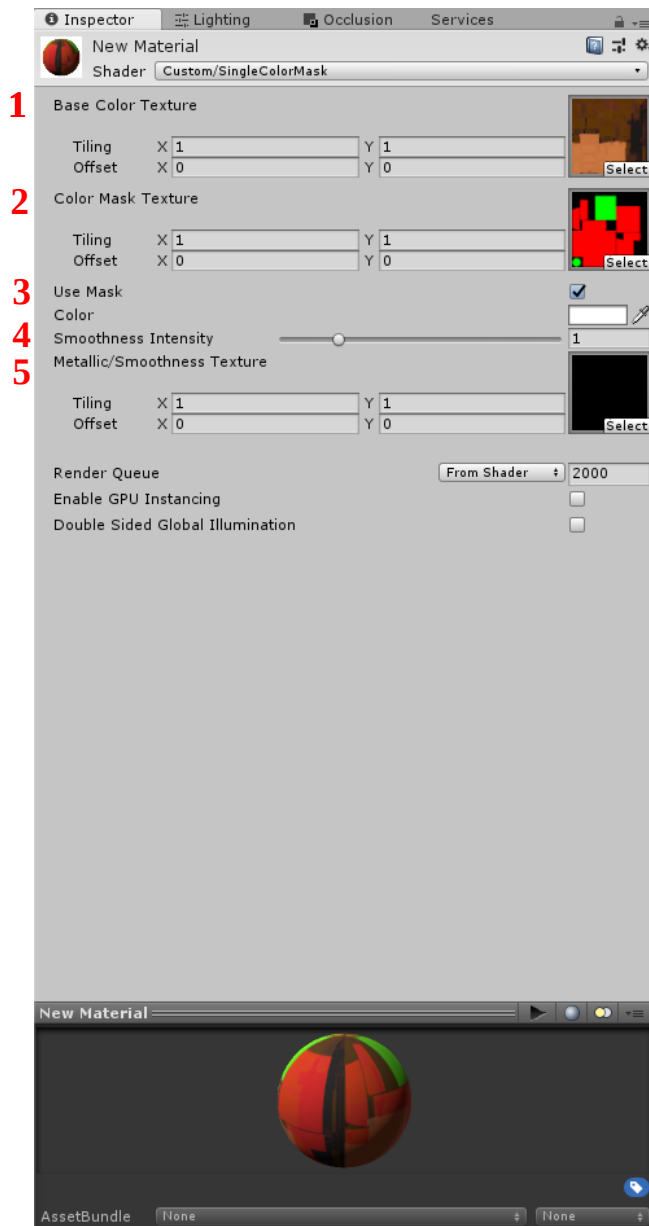
Custom shader usage

In order to use custom shaders included in pack you need to select material that you want to use and in material settings select one of the shaders that exists in the “Custom” shader menu. Next you just select desired shader - “SingleColorMask” for one customizable color or “TripleColorMask” for three possible color customizations.

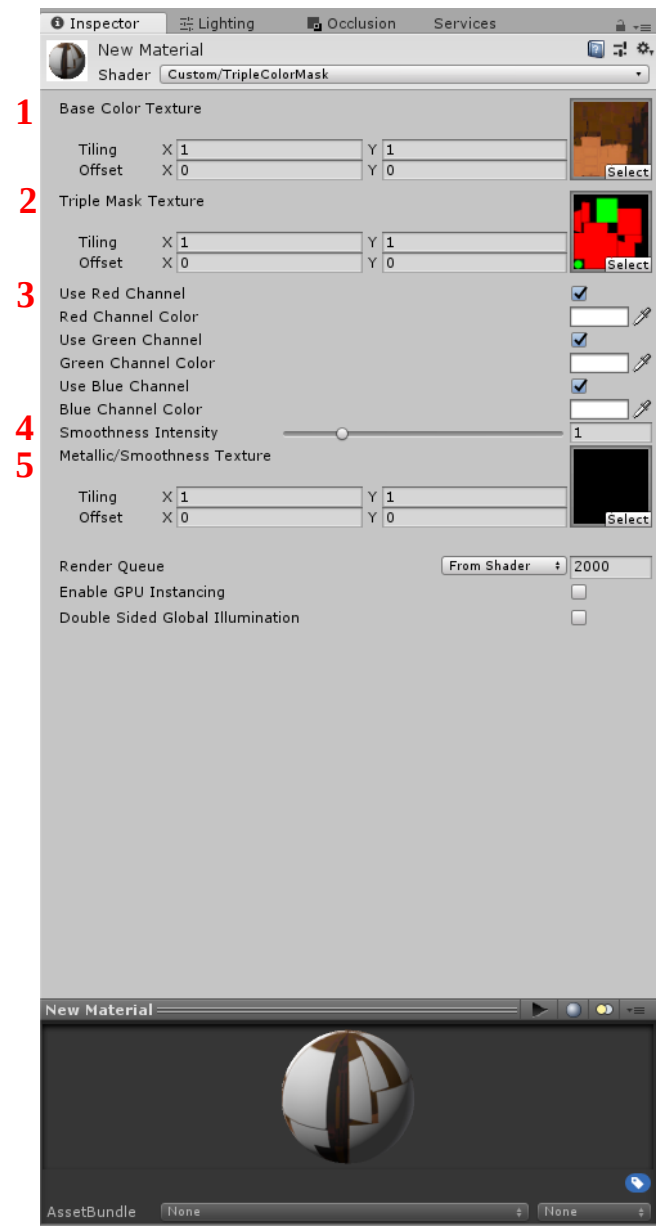


In that materials you first need to:

1. select Color Texture as “Base Color Texture”
2. select your mask which corresponds to the mesh you plan to use material with
3. next comes the block where you can disable or enable usage of custom color (each channel of mask for TripleColorMask) and setup custom color/colors
4. use slider to tweak Smoothness texture intensity
5. select Metallic/Smoothness texture (grayscale Metallic and alpha as Smoothness)



Single Customizable Color



Triple Customizable Color