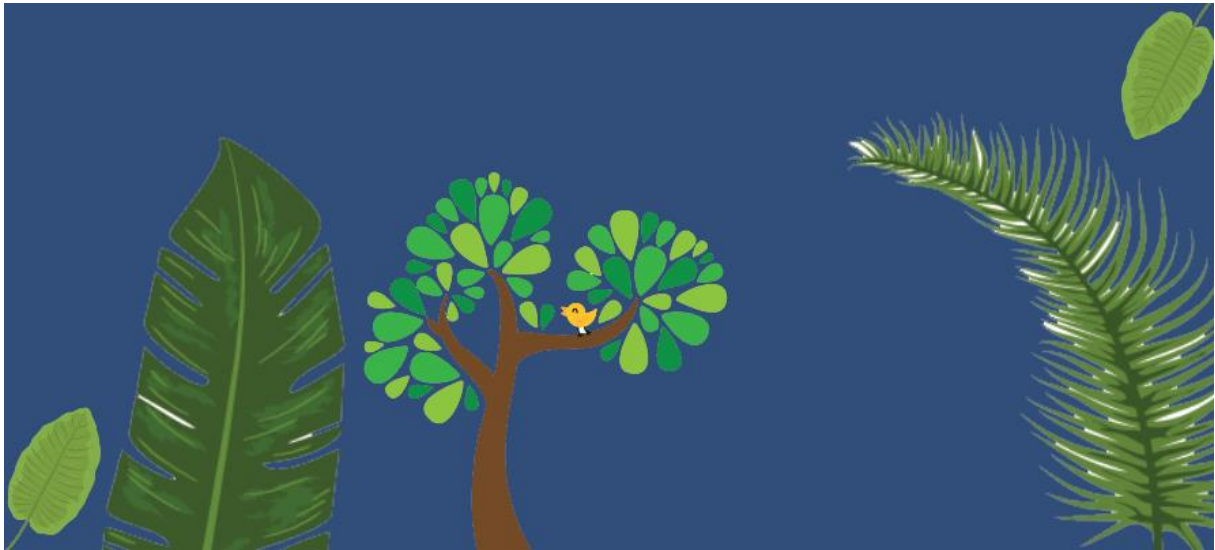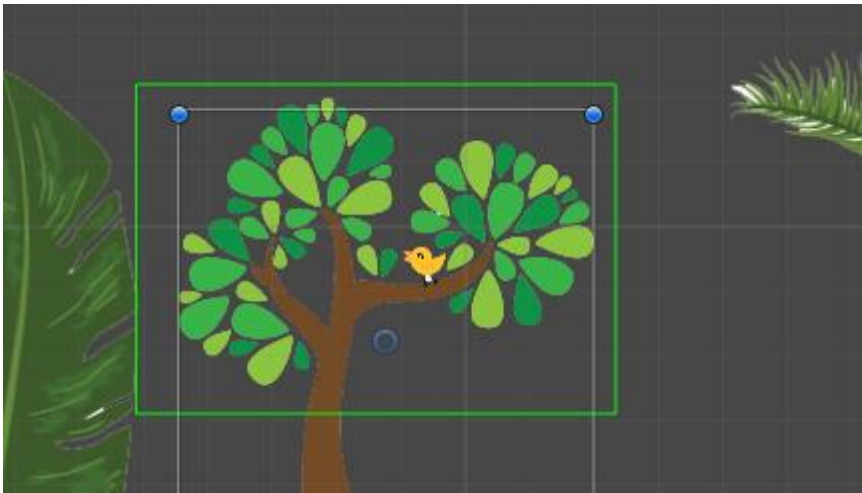# Envireoment movement

1. Create a Material from our shader
2. Add Material to aour object (Plant, Lamp …)
3. Add AddMaterial Script to the object with our Material (this Script is needed if you want to move your texture only inside your Gismo's box … Only the vertexes in the box are going to move)
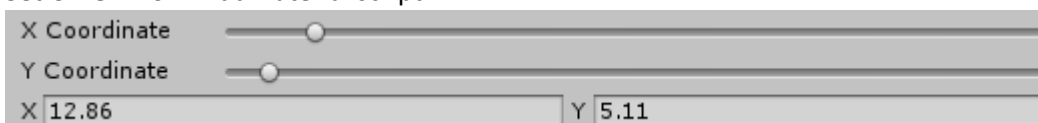

4. Set UP Material First … the movement of the Texture in X/Y coordinate

X speed	1
X const amplitude	0.1
Y speed	0.2
Y const amplitude	0.2
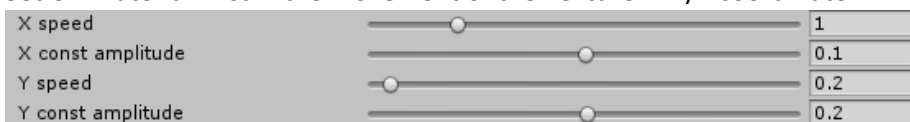
5. Check the box if you want your material to be controlled by AddMaterial Script and gizmo

Custom Editor	✔

6. Set UP Gizmo in AddMaterial script

X Coordinate	
Y Coordinate	
X 12.86	Y 5.11

X and Y are sizes of Gizmo

X and Y Coordinates are position of Gizmo