


# New Composed Shader

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by Yifan Huang

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FPS 0



### "TexturaFerragem" Uniforms

Multiplier

-1 0 1

color  
vec3

r 0.682 g 0.886 b 0.223 

lightPosition  
vec3

x 0 y 1.25 z 1.25

tex01  
sampler2D

 Scratched Metal  
Scratched Metal

tex02

 Shale Rock Bump