

Challenge

Create a new node, with a different texture for each face, use an overlay on one face, an animated face, a colorize modifier on a face, and lastly a face that uses one modifier on the base image and another modifier on an overlay image. The remaining faces feel free to do what you'd like on.

Hints

```
name = "default_furnace_front_active.png",  
  animation = {  
    type = "vertical_frames",  
    aspect_w = 16,  
    aspect_h = 16,  
    length = 1.5
```

```
  tiles = {'(1.png^[transform2)^(2.png^[colorize:red:50^[transform3)'}}
```

```
  tiles = {'4.png^(5.png^[colorize:red:150)'}}
```

