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snowman: Sample data with Light primitive

<description>

This data shows how to set Light parameter of equipment
primitives.
This HMD data includes three different types of light parameters.

Please use anim/animview in HMD sample program directory to run.

The following steps create this data:

1. Based on the modeling data and the animation are created by
LightWave 3D.
2. A LAB file is generated by "Animation Saver for PlayStation"
version 1.1.2 developed and distributed by D-Storm Inc.
3. Equipment primitive types are edited by text editor.
4. In conclusion, HMD files "snowman.hmd" are generated by HMD
assembler(labp).