

Space Distortion v1.03

Version 1.03

Fixed: render to texture issue.

Version 1.02

Fixed: uv problem on windows.

Version 1.01

New: a smart way to recognize depth.

Version 1.0

First release.

This plugin can be use in many effects such as “fire”, “under water refraction”, “special bullet effect”. You are only limited by your imagination.

Camera Settings

Camera names(they are used in script.):

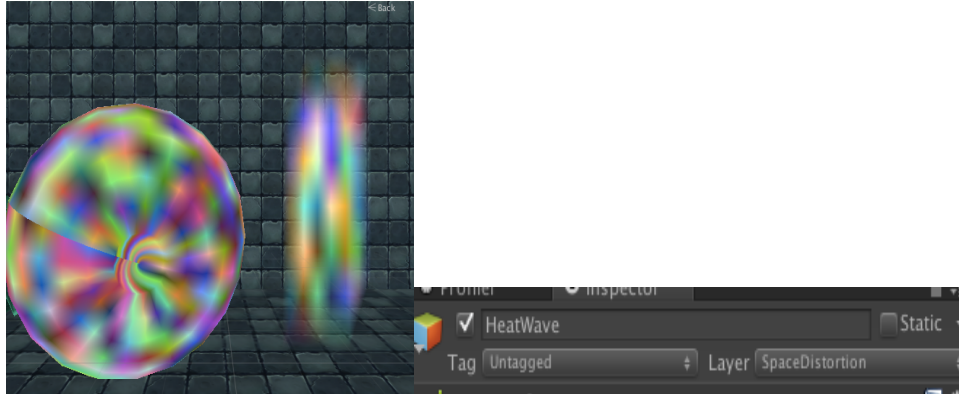
main camera -> “Main Camera”.

distortion camera-> “EffectCamera”.

Please keep these two cameras the same settings, like position,

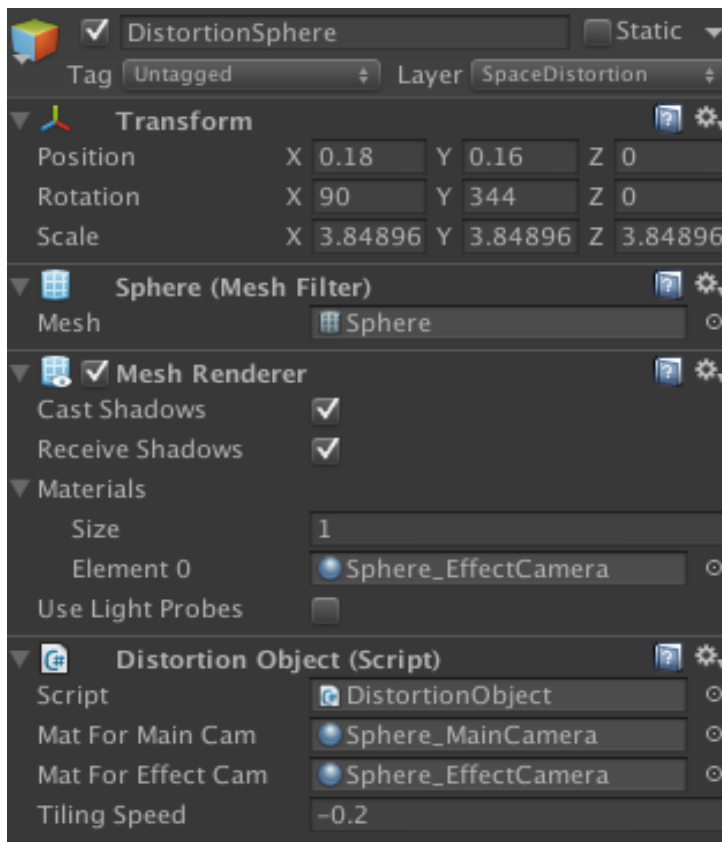
rotation, field of view.

You need to add a layer “SpaceDistortion” for “distortion objects”.



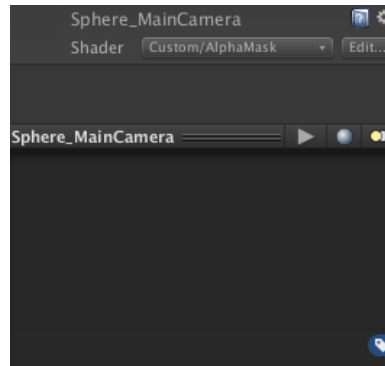
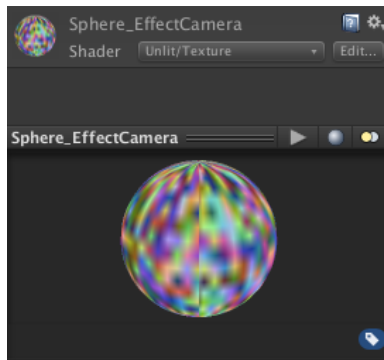
distortion objects layer setting

Also attach DistortionObject.cs to “distortion objects”:



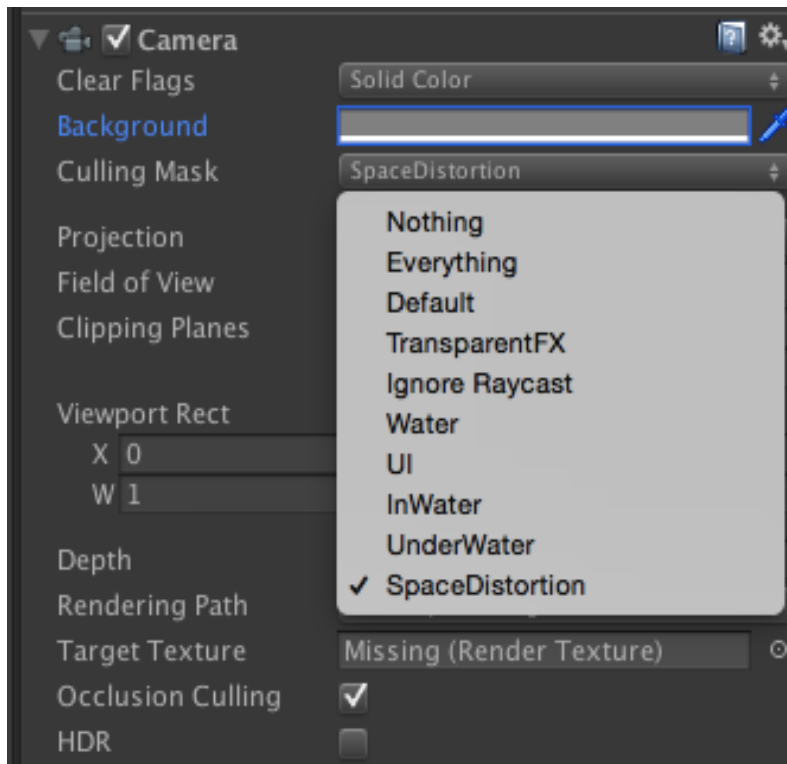
Prepare two materials for “distortion objects”(the one for main camera

should use shader “AlphaMask”):

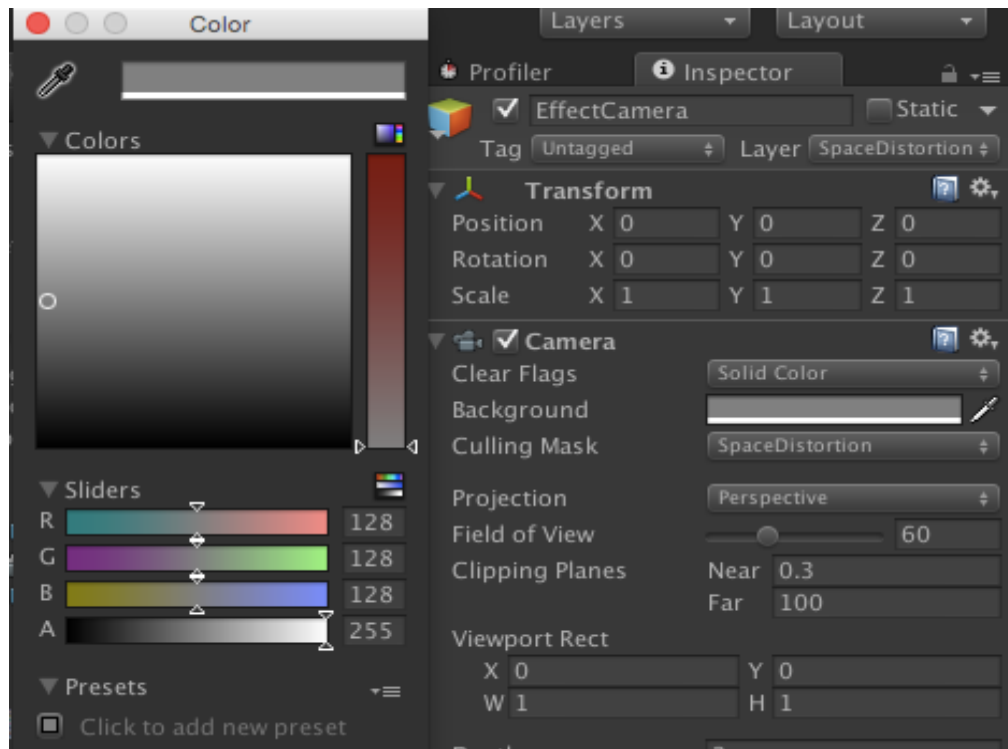


“EffectCamera” only renders “distortion objects” with layer “SpaceDistortion”.

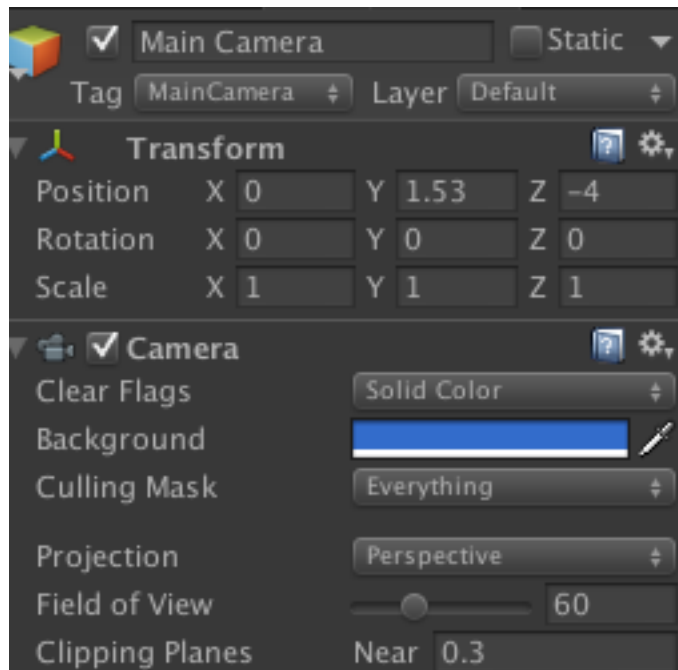
“Effect camera” Mask setting:



“Effect Camera” Background color setting:



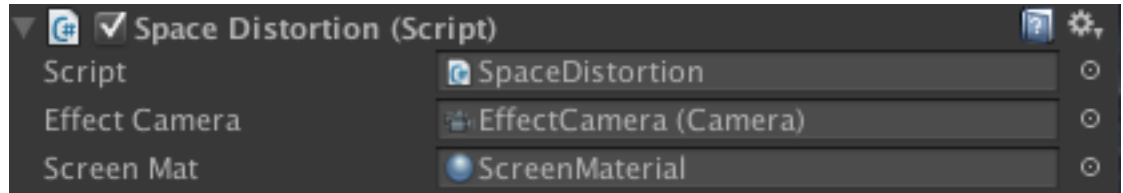
“Main Camera” should also render “distortion objects”. Mask setting:



SpaceDistortion.cs

Attach this script to “MainCamera”.

Settings:



ScreenMaterial.mat

This is the material of “full screen quad”. Please assign it to “space distortion” script. Also you can adjust the “distortion power” on this material. You don’t need to assign any textures, they are assigned automatically by “SpaceDistortion.cs” script.

If you have any questions, please contact me via the following:

Email: sg789654@126.com

Twitter: https://twitter.com/ArtChaser_CD