Video Glitches

'**Video Glitches**' is a collection of post-processing effects for Unity that simulate several common failures in television and video signals, both analog and digital (demo).

Adding the effect.

Add '**Video Glitches**' is easy. Select the camera you're going to use (usually called '**Main Camera**') in the '**Hierarchy**' editor window (**1**), then click on '**Add Component**' button in the '**Inspector**' window (**2**).
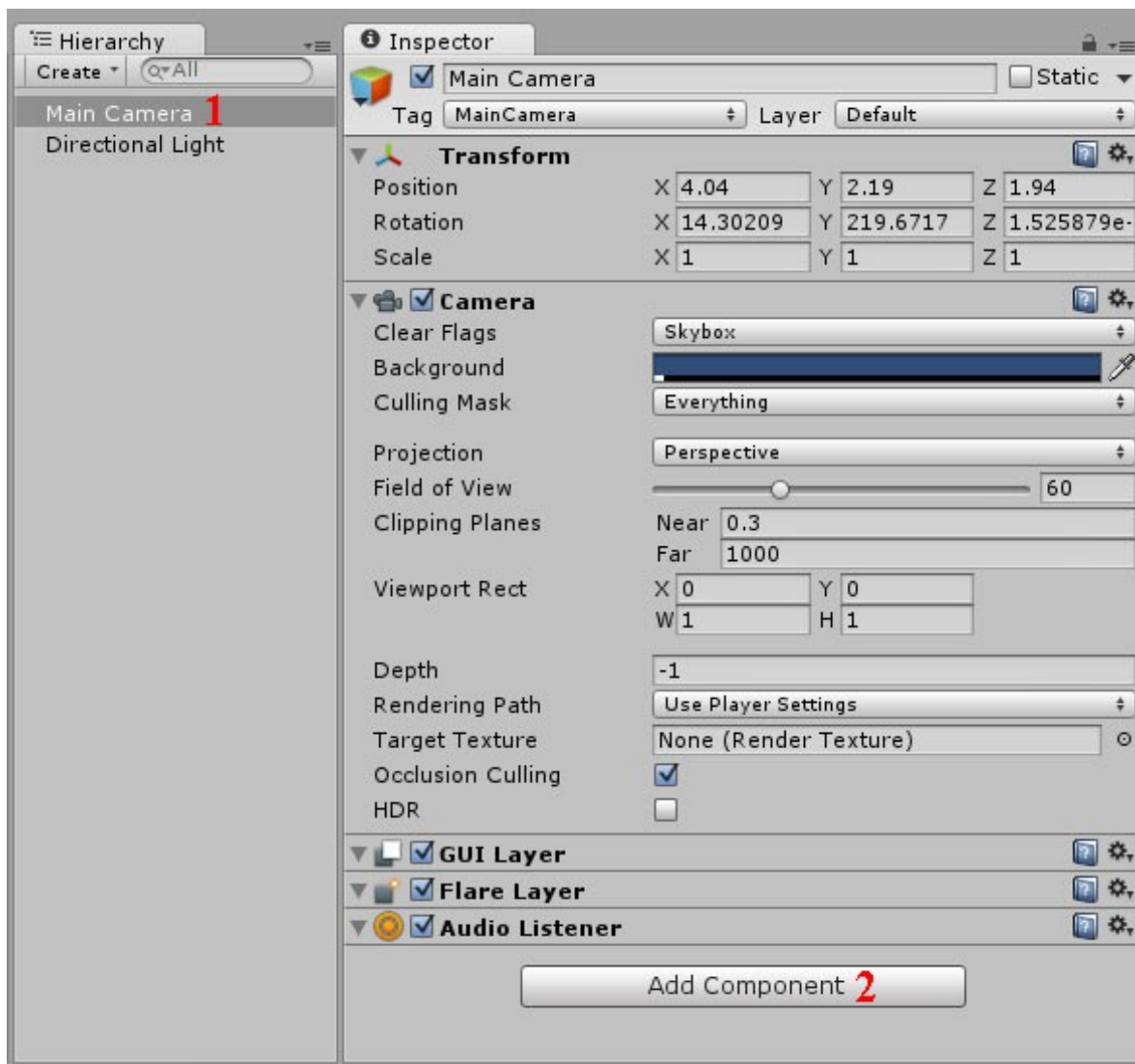
Now you can select the effect in two different ways. The first way is using the search field and write 'Video Glitch', then select the effect (**1**). The second way is select the category '**Image Effects**', and finally 'Video Glitches' (**2**).
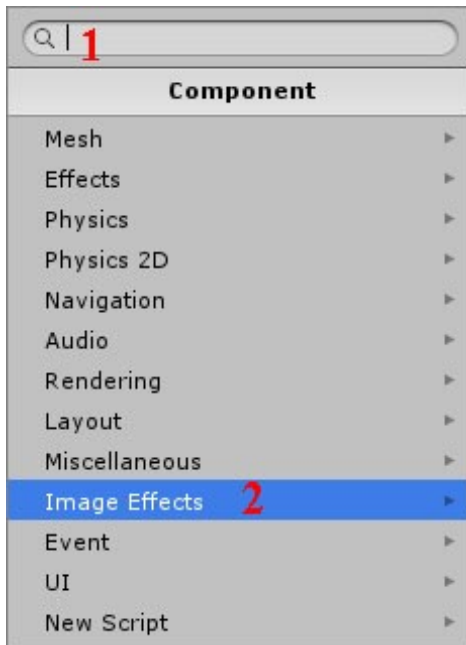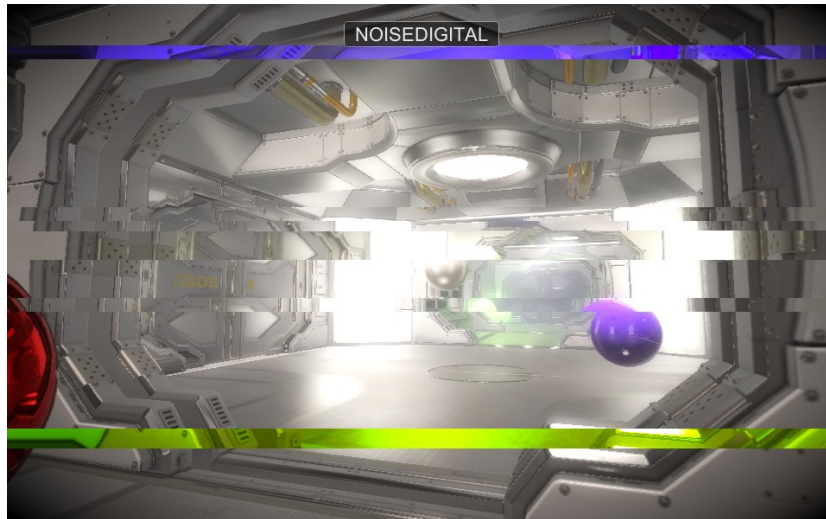

Glitch Shift.
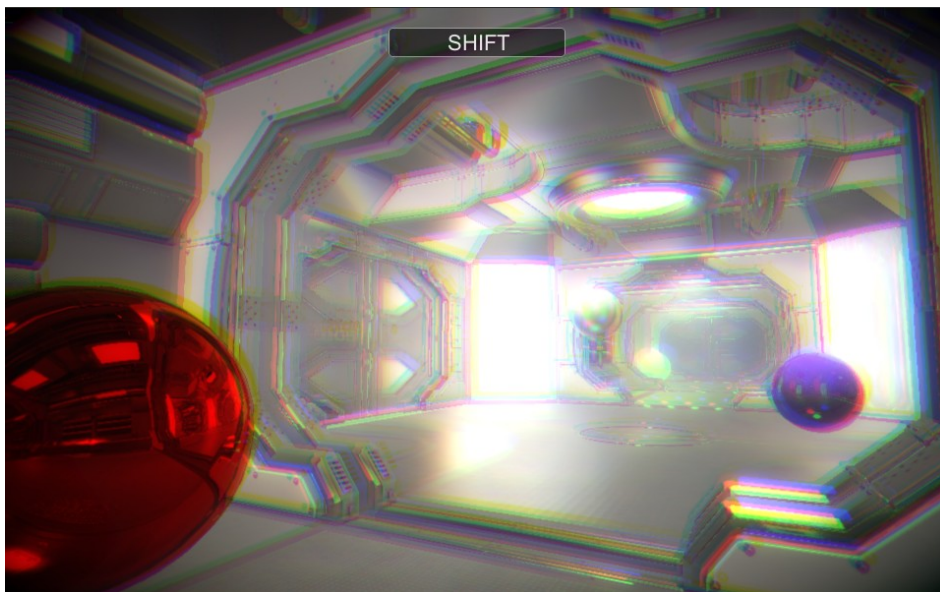
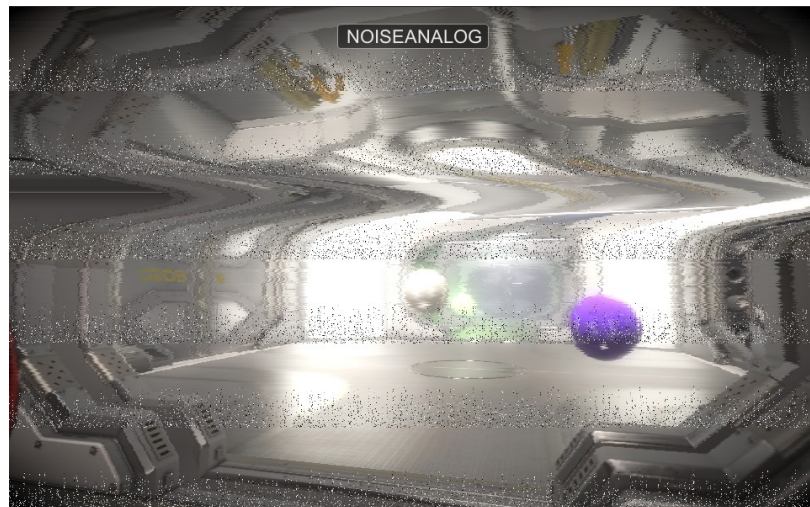This effect moves the channels, creating a color shift of the image.

Glitch Noise Digital.

This effect simulates noise in a digital video signal.

Glitch Noise Analog.

This effect simulates noise in an analog video signal.
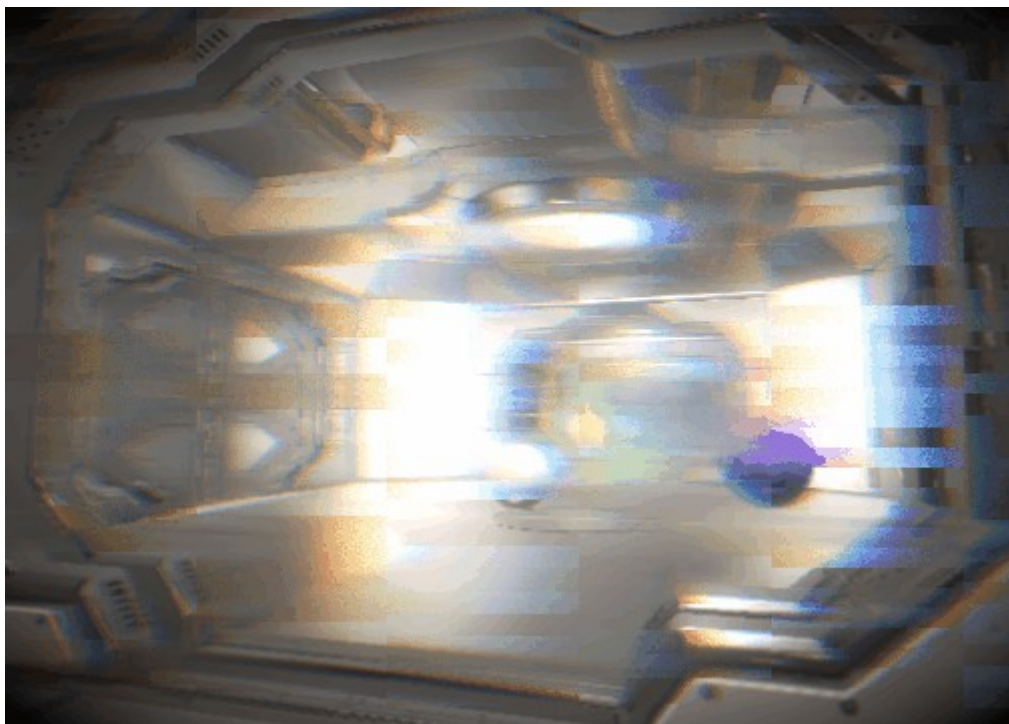
Glitch Black and White Distortion.

Black and White with analog distortion.
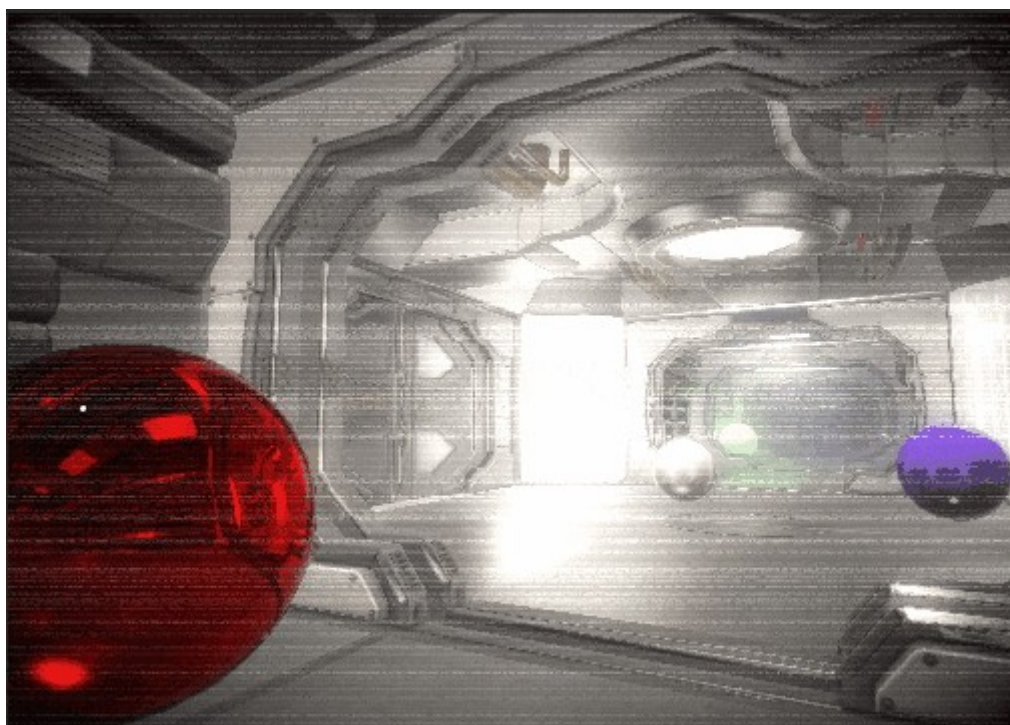
Glitch RGB Display.

Simulates an RGB display.

Glitch Spectrum Offset.

Digital spectrum offset.

Glitch Old Tape.

Old VCR tape.

VHS Pause.

Old and noisy VHS pause.

Frequently Asked Questions.

•CAN I USE THE FREE VERSION (PERSONAL EDITION) OF UNITY3D?
Yes, since the version 5 of Unity, this package works both free and pro version.

•WHAT VERSION OF UNITY SHOULD I NEED?
You need the version 5 or higher.

•DOES IT NEED ANY SPECIAL HARDWARE?
'**Video Glitches**' needs a GPU that supports [Shader Model 3.0](#) or higher. At desktop PCs, any card compatible with **DirectX 9.0c** are supported (ATI Radeon**HD2000** or higher, Nvidia **GeForce 8** (8xxx) Series or higher or Intel **GM965** or higher). In generall, any device with a decent GPU after the 2009 should work.

•WORKS WITH HDR? AND WITH DIRECTX 11? DEFERRED LIGHTING? LINEAR LIGHTING?
Yes x 4.

•INCLUDES SOURCE CODE?

Yes, all source code is included (also shaders).