

**How to work with renderers correctly.**

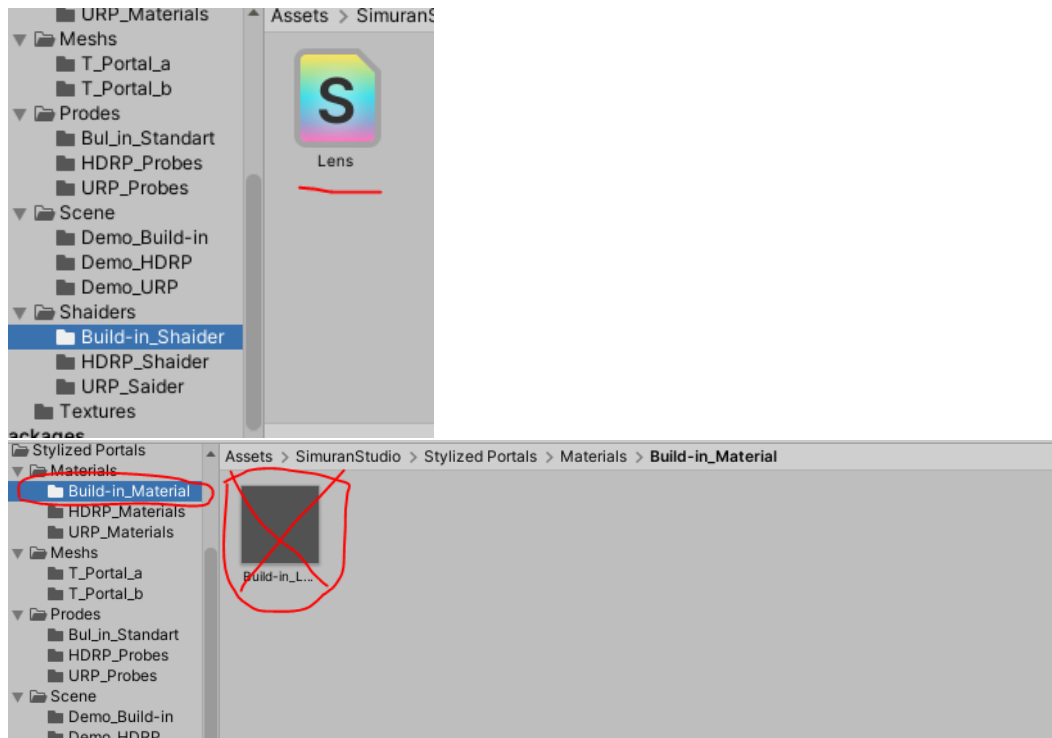
**I created 3 shaders for space distortion.**

**Build-in.**

**To work distortion on Build-in renderer, you will need. This shader is the material being created.**

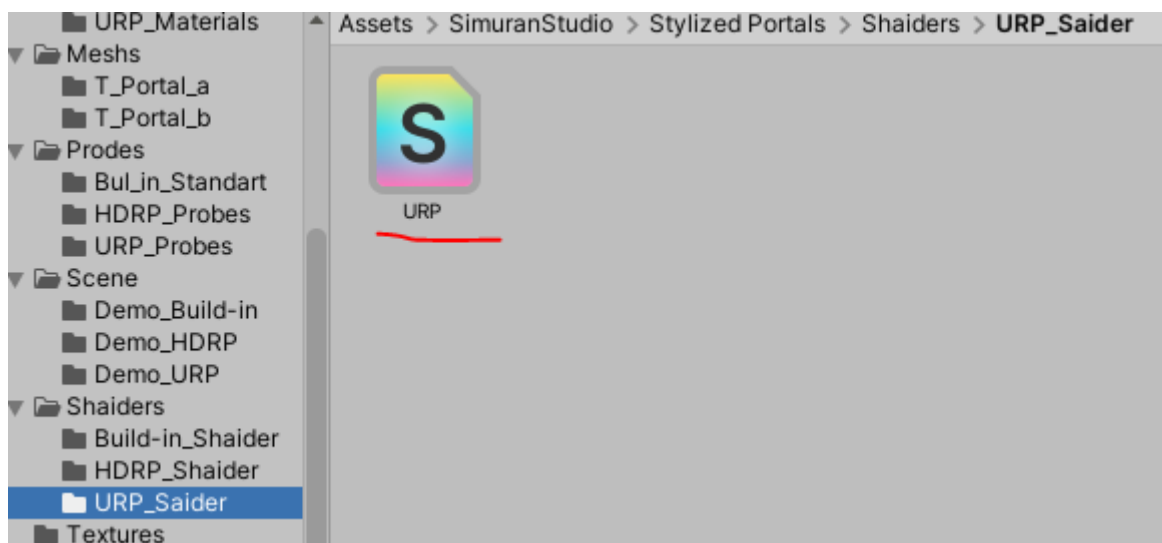
**If you work on URP or HDRP. Do not run the Build-in render material.**

**This can create an error that is not yet possible to remove in unity.**



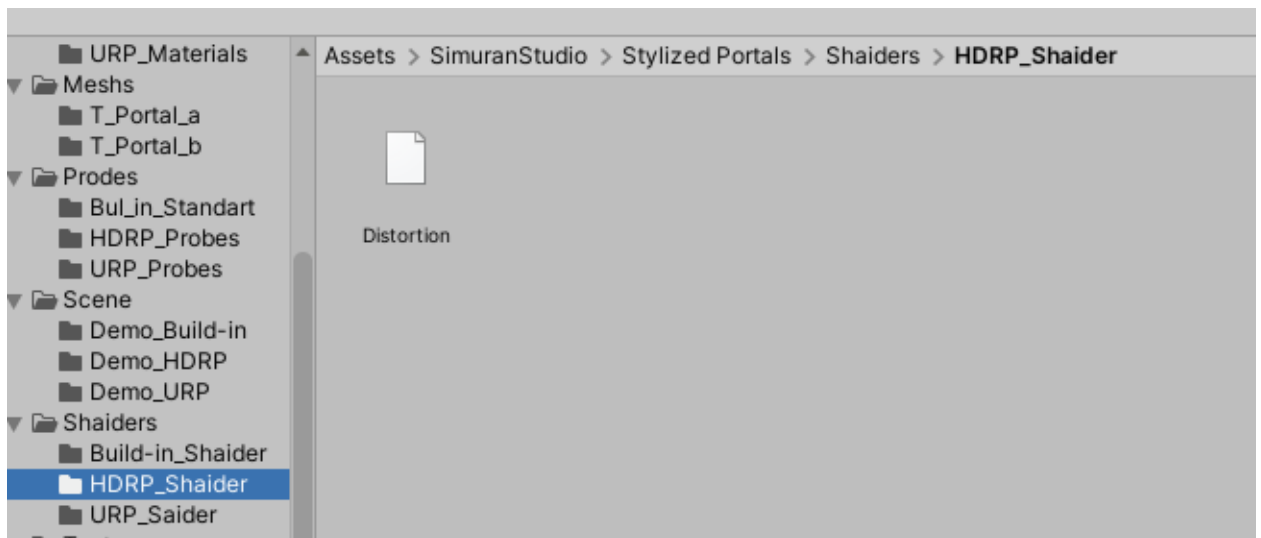
## URP.

**For distortion in URP, I created a shader material that works the same way as the material for the standard render.**



**HDRP.(written on shader graph).**

**This shader runs on a shader graph, and is created for the HDPR version of the renderer. He is also responsible for the distortion.**



**If you still have any questions or need help, please contact us by email.**

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