Realistic Glitches

by SF-Productions

What this is

Realistic Glitches is a collection of post processing shaders imitating glitches, occurring on real circumstances.

The following camera effects are included:

- „Scanner"
  - defective, or faulty loaded JPEG image
  - horizontal or vertical stripes (not included in lite)

- Tint
  - manipulation of the YUV-Color channels
  - U/V channels can be swapped (not included in lite)

- Bleeding colors
  - bad sync of the YUV-color channels, often seen on VHS cassettes or cable TV

- Corrupted VRAM
  - shifts parts of the picture, such as the VRAM was corrupted

- Unsync
  - shifts the picture vertically, like vertical sync issues on an analog RGBHV signal
  - shift can be static (only option in lite), scrolling or jumping

- CRT
  - not a glitch, but imitation of an old CRT screen
  - scanlines
  - bulged picture (not included in lite)

- VHS (not included in lite)
  - distorted picture with bleeding colors, like on a damaged VHS cassette

- DIY (not included in lite)
  - variable array for multiple shader effects
  - experiment with all of the shaders' raw parameters and add as many as you want
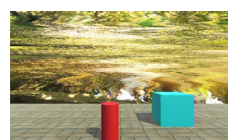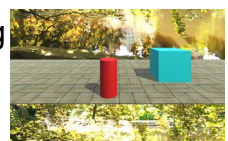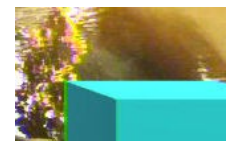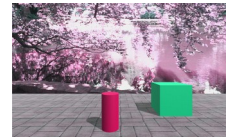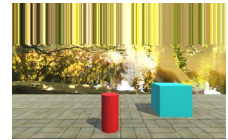
Usage

Just add the desired scripts as components to the camera in your scene.

Troubleshooting

- black screen / effects not applied / corrupted image :
  - Try changing the display renderer. OpenGLCore works fine.
  - "Edit" → "Project Settings" → "Graphics" → "Other Settings" → "Graphics API for [...]"

- shaders not working in the final build :
  - Add the shader files under "Edit" → "Project Settings" → "Graphics" → "Shader Preloading".

Contact

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