

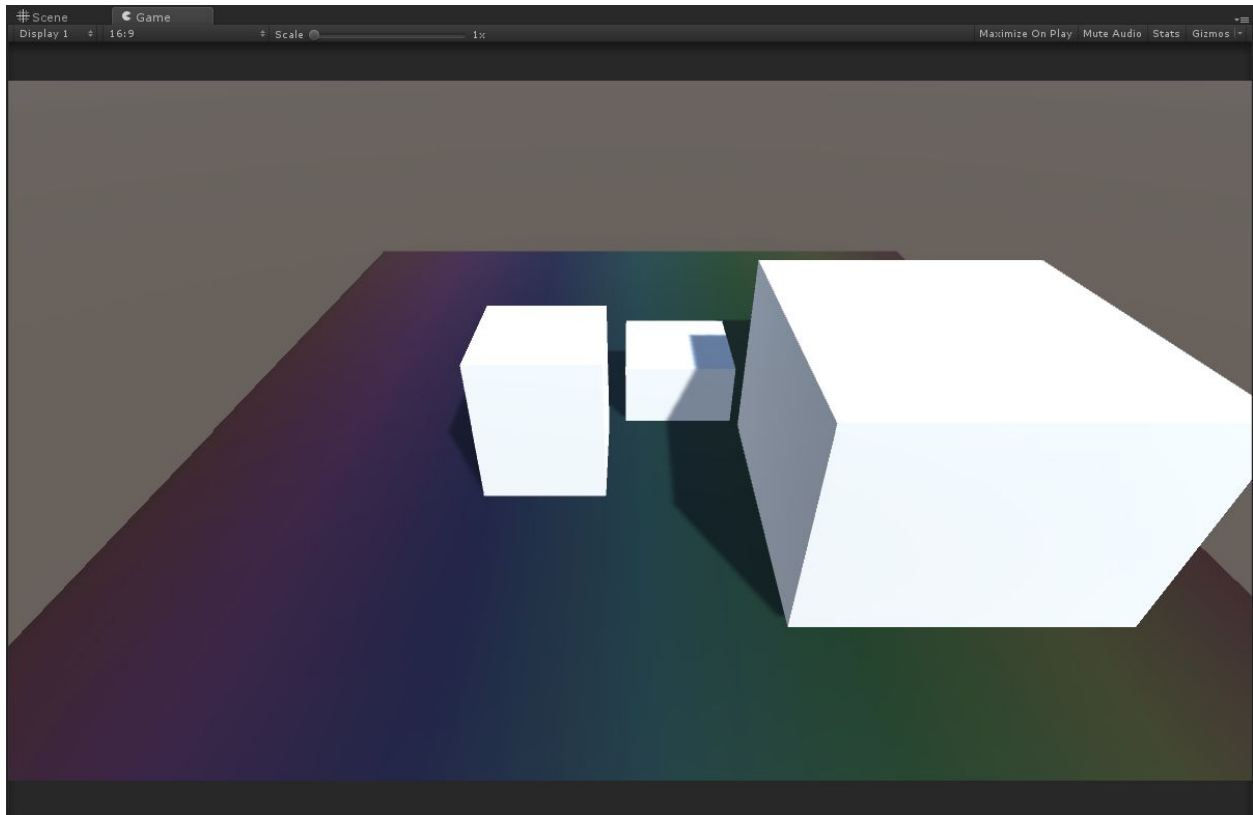
Explosion Light Bending/Warping Effect

Simple light bending effect for Unity. Goes well with bomb explosions. Uses a grabpass to grab the screen while rendering the frame and distorts it.



Example usage:

For a quick example of how it's used, open the included scene located in the Scenes folder of the LightBendEffect folder included in the .unitypackage file. Hit Play and navigate to the Game tab if not already selected. Use the left mouse button to click on any of the objects to instantiate a light bending prefab. The code for the instantiation is located in the script on the Main Camera gameobject.



The prefab that is spawned is simply taking the renderer and applying the position to the material's `_Position` property over time.

```
var position = 0f;
while(position < 1f)
{
    yield return null;
    position += Time.deltaTime * ExplosionSpeed;
    material.SetFloat("_Position", position);
}
```

It's pretty straightforward. If you're having trouble understanding what's going on in this chunk of code, take a look at Unity's docs on [Material Properties](#).

How it works / Protips:

It works by doing a GrabPass in the shader for the material. By default it does a grab pass for every single object using this material. This is very expensive, so either do not spawn many at once or take a look at this code and make some adjustments.

```
GrabPass(  
    // "_ScreenTex"  
)
```

I have `_ScreenTex` commented out. When no variable name is defined, Unity will automatically make a unique grab pass and put it in a sampler called `_GrabTexture` - which can then be used to sample for the pixel being drawn on top of or even around.

To make this shader faster (at the cost of being able to overlap objects) you can uncomment `_ScreenTex` and replace all instances of `_GrabTexture` with `_ScreenTex`.

If you just want to preview the effect, you can comment out

```
float time = _Position;
```

And replace it with something like...

```
float time = (sin(_Time.y) + 1) * 0.5;
```

This just makes it loop forever.

Asset store page: <https://www.assetstore.unity3d.com/#!/content/92434>

More of my stuff: <https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:28619>

My twitter: <https://twitter.com/cotycrg>

Hit me up if you need any help.