

A powerful Glitch TMP VFX Shader asset for TextMeshPro.

✳ Transform your **TextMeshPro text** into **Glitch Visual Effects** with this powerful shader asset.

Perfect for creating atmospheric UI elements, dynamic text effects, and immersive sci-fi experiences.

We verified for **Unity 6!**

How to Use

1. Install TextMeshPro Package
2. Change the shader to TextMeshPro/TMP VFX
3. Add GlitchOnce.cs on you TMP gameobject

🔗 Quick Start [Documentation](#)

💬 Support in [Discord](#)

Requires Unity **Unity 2020.3.0f1** or higher

Requires **TextMeshPro** 3.0.1 or higher

(in 3.0.1 past version, you need to use our tool to fix font and atlas assets.)

Font license

All fonts are google font and can be commercially used.

<https://developers.google.com/fonts/faq>