

This asset is TextMeshPro custom shader for Sci Fi Glitch Effect.

How to Use

- 1.Install TextMeshPro Package
- 2.Change the shader to TextMeshPro/Moblie/TextMeshPro/Mobile/SciFi Noise Glitch
- 3.Add GlitchOnce.cs on you TMP gameobject

Video Tutorial

<https://www.youtube.com/watch?v=zQZcFiWWASQ>

Font license

All fonts are google font and can be commercially used.

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

Support

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