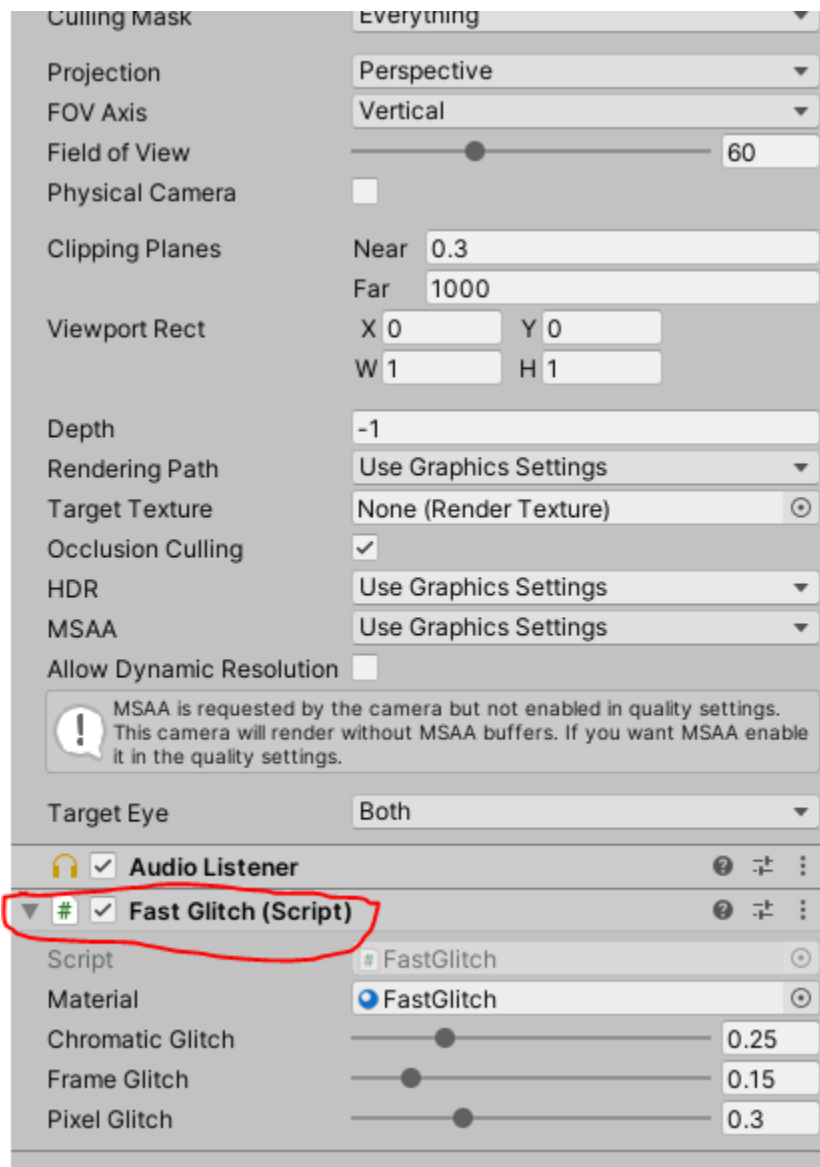# FAST GLITCH

Fast Glitch is a post processing effect which adds different camera glitching effectds and distortions to your image.

How to apply:

1. **Add FastGlitch.cs script to Camera object**

2. **You need to attach to the Material property, the FastGlitch material from the package**

PARAMETERS

- **CHROMATIC GLITCH -** Random horizotal shifts of Red and Green channels. The value increases the offset and frequesncy of this shift.
- **FRAME GLITCH -** Wavy deformations of the image. The value increases the distortion amount and frequency.
- **PIXEL GLITCH -** Pixel chunks distortion. The value increases distorted pixel chunks amount and frequency.