

HDRP Distortion Shaders By Sherbb

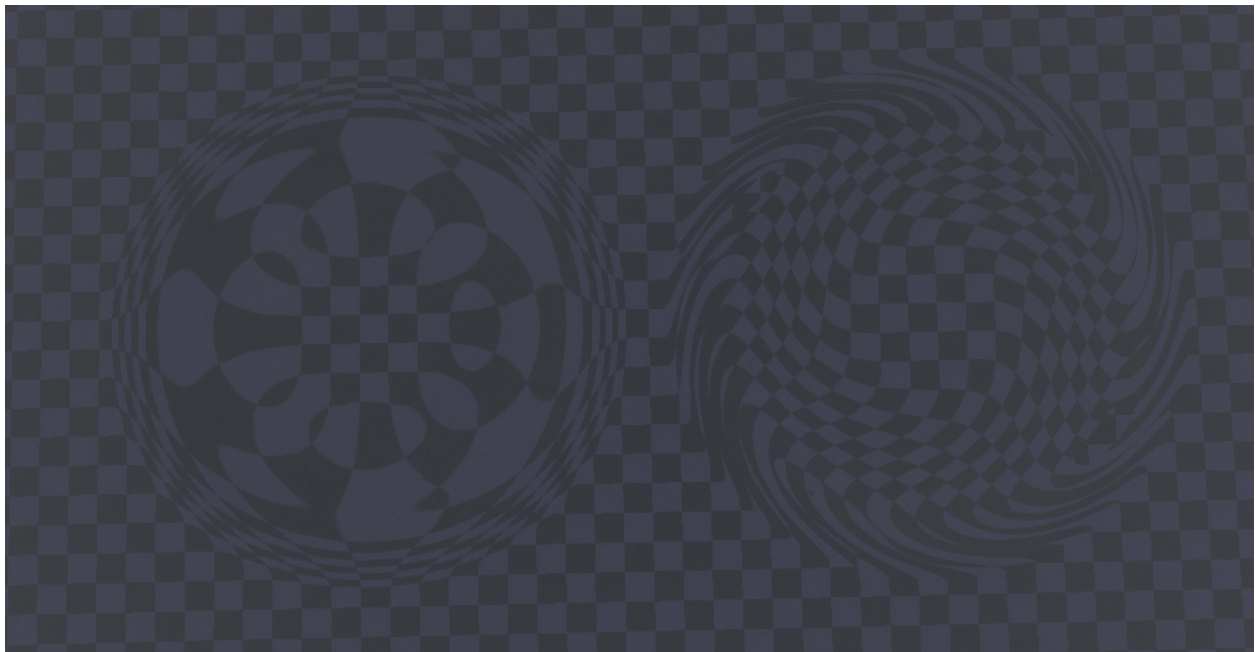
If you need any help contact me at: sherbbdev@gmail.com

Live version [here](#)

Quick Guide

Donut and Sphere distortion must be billboarded in order to maintain shape.

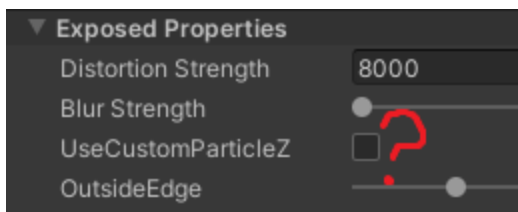
Example:



Left: Quad with donut distortion properly billboarded.

Right: Quad with donut distortion that is rotated 90 degrees.

Animating particles

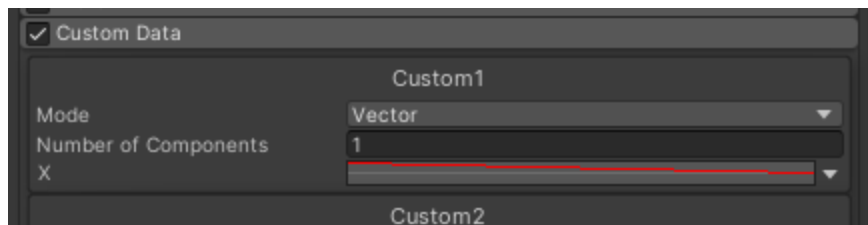


Checking this box tells the shader to grab the Z (or B) from the

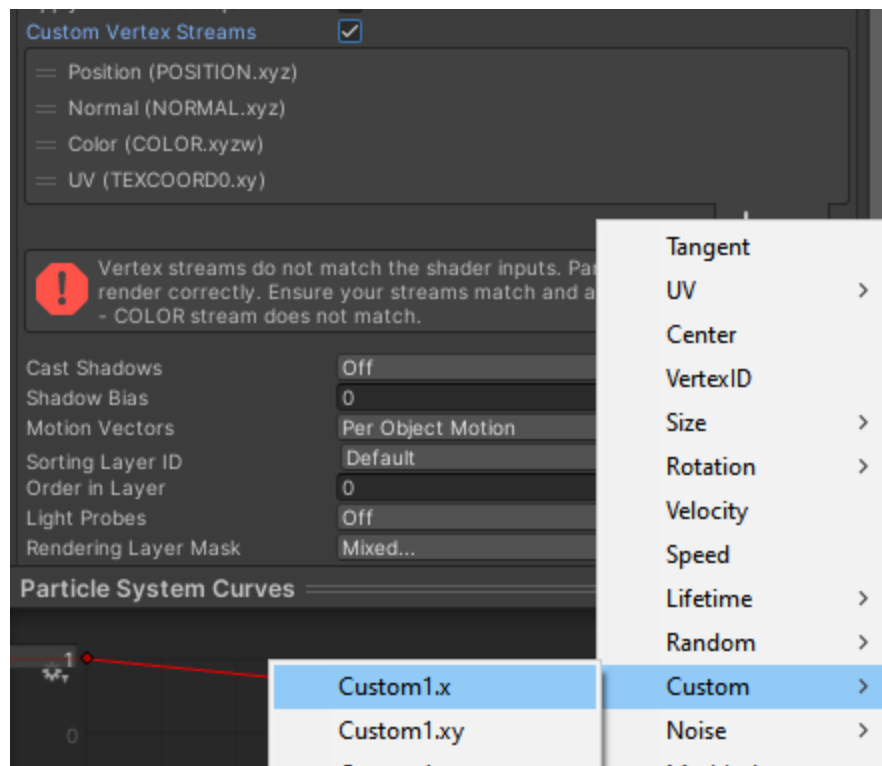
object's UV data and multiply distortion strength by it.

This option exists so we can easily animate the strength of distortion with particles. To use this setting on a new particle system:

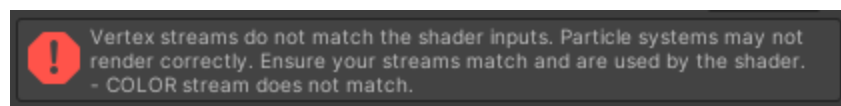
1. Check the box and put the material on your new particle system.
2. Under the custom data section on the particle system add a single vector. I like to use a curve here.



3. In the render section enable custom vertex streams and add the new custom x vector.



4. Ignore the error or remove the color vertex stream since we don't use it.



5. Done!