



BROKEN GLASS VR

(v1.0)

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This document will walk you through the entire Broken Glass VR library and how to best take advantage of it.

INTRODUCTION

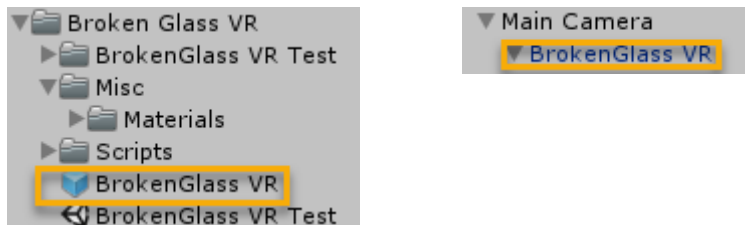
Broken Glass VR is an camera effect that creates realistic broken glass effect with built-in shaders.

Broken Glass VR is;

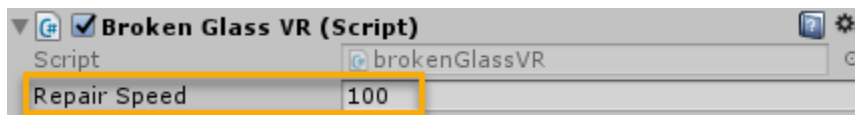
- **Easy to use**
- **Full VR compatible (SteamVR, Oculus, etc.)**
- **Compatible with mobile, webGL**
- **Change shock speed to make more dramatic effects.**
- **Uses built-in shaders, so its BLAZING FAST AND OPTIMIZED!**

QUICK SETUP

1. Drag and drop the Broken Glass VR prefab under your camera, make it child of it.



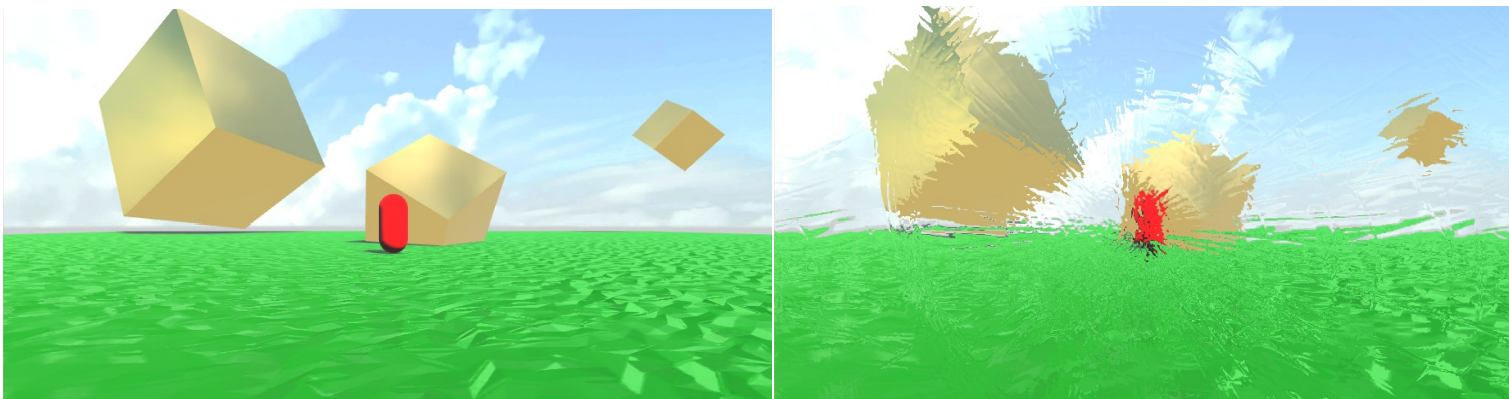
2. You can change speed from its component.



3. When you want a shockwave, call "GlassShatter()" function from script.

```
public void GlassShatter()  
{  
    _distortion = 128f;  
    _cracked = true;  
}
```

4. And voila! You get your broken glass.



Broken Glass VR
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