



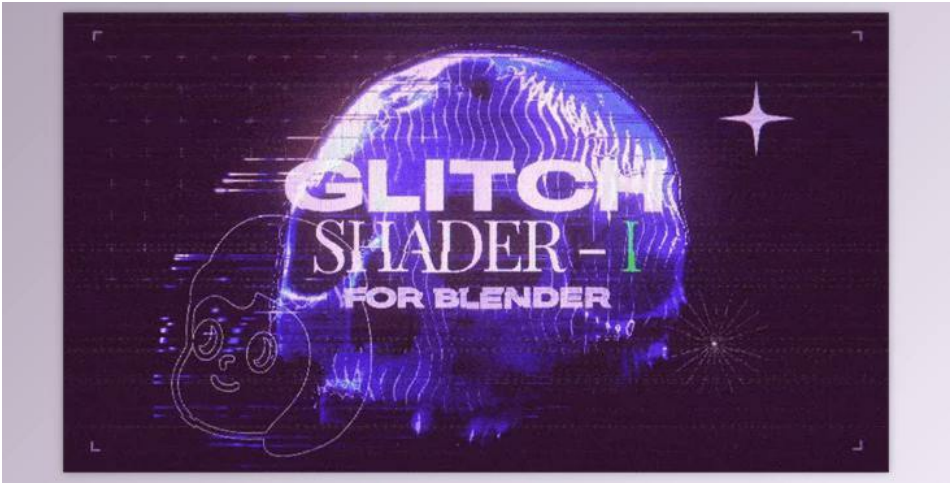
Glitch Shader - I for Blender

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Glitch Shader - I for Blender: This procedural shader for Blender allows users to create glitch effects by deforming and blending static textures or image sequences, simulating the visual defects of analog devices.

Designed to work seamlessly within Blender 4.1+ without the need for any additional add-ons or plugins, the shader provides a simple, intuitive interface built using geometric objects. Users can easily manipulate textures with procedural nodes to generate customized glitch effects and export the visuals as rendered sequences for further editing. A guide included in the .blend file aids in understanding and maximizing the shader's capabilities.

- **Procedural shader nodes:** Deform and blend textures procedurally within Blender.
- **No Add-ons required:** Fully functional without the need for external plugins.
- **Simple interface:** Built with Blender's geometric objects for ease of use.
- **Customizable textures:** Add or remove textures and animate them using geometry as drivers.
- **Render and export:** Capture the output directly from the 3D viewport or render sequences for post-processing in video editors.
- **Works in Blender 4.1+ only:** Compatible with the latest versions of Blender.
- **Included guide:** Step-by-step guide embedded within the .blend file.



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