

Progressive Damage (URP)



What is it?

Progressive Damage is a feature of the DestroyIt system that gives your objects visual damage before (and after) they are destroyed. As a Destructible object takes damage, it progresses through each damage level and changes in appearance.

Detail Masks

Detail masks are a series of black and white images that reveal more of the damage texture as the image gets whiter. The first mask in the series should be solid black (no damage texture), and the last mask solid white (completely covered in damage texture).

Damage Textures (Detail Maps)

To create a new damage texture for URP, make sure your image has an alpha channel for the parts of the texture you don't want to be seen. The damage details (scratches, gouges, cracks) can be any color.

How do I use it?

For the Universal Render Pipeline (URP), we created a custom Shader Graph shader for progressive damage.

Change your material's shader to one of our custom ones (below) and assign Detail Mask and Detail Map textures to your material, as illustrated (right).

