

# Simply Shatter

Developed by TAngraFX & Simply

## Documentation



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## Description

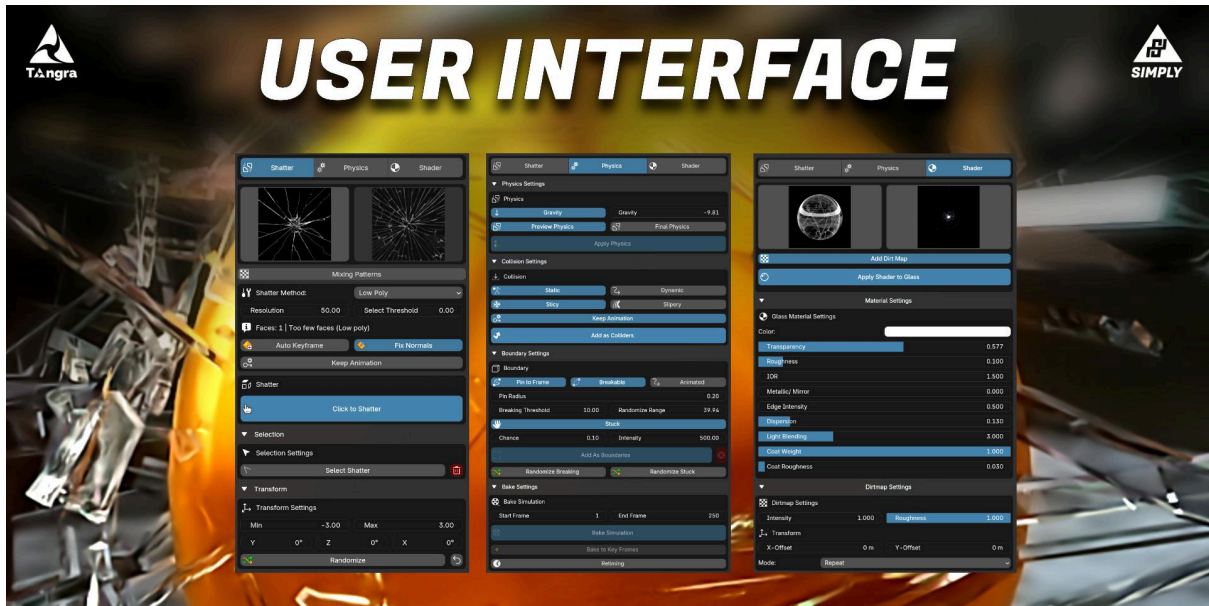
**Simply Shatter** is a Blender add-on developed by **TAngraFX & Simply**, designed for creating realistic and fully controllable shattering effects. Whether it's glass, objects, or other materials, this tool makes it easy to generate natural fracture patterns and bring them to life with physics-based simulations.

With intuitive controls, you can define the shatter method, resolution, and randomness while keeping full control over normals, transformations, and keyframes. The integrated physics system allows you to preview, fine-tune, and bake simulations with advanced collision handling, breakable boundaries, and randomized behavior.

In addition, **6 ready-to-use presets** are included, which can be freely mixed and combined for unique results. To enhance realism even further, Simply Shatter comes with **6 custom glass materials** and a **dirt map system** for adding subtle, authentic imperfections.

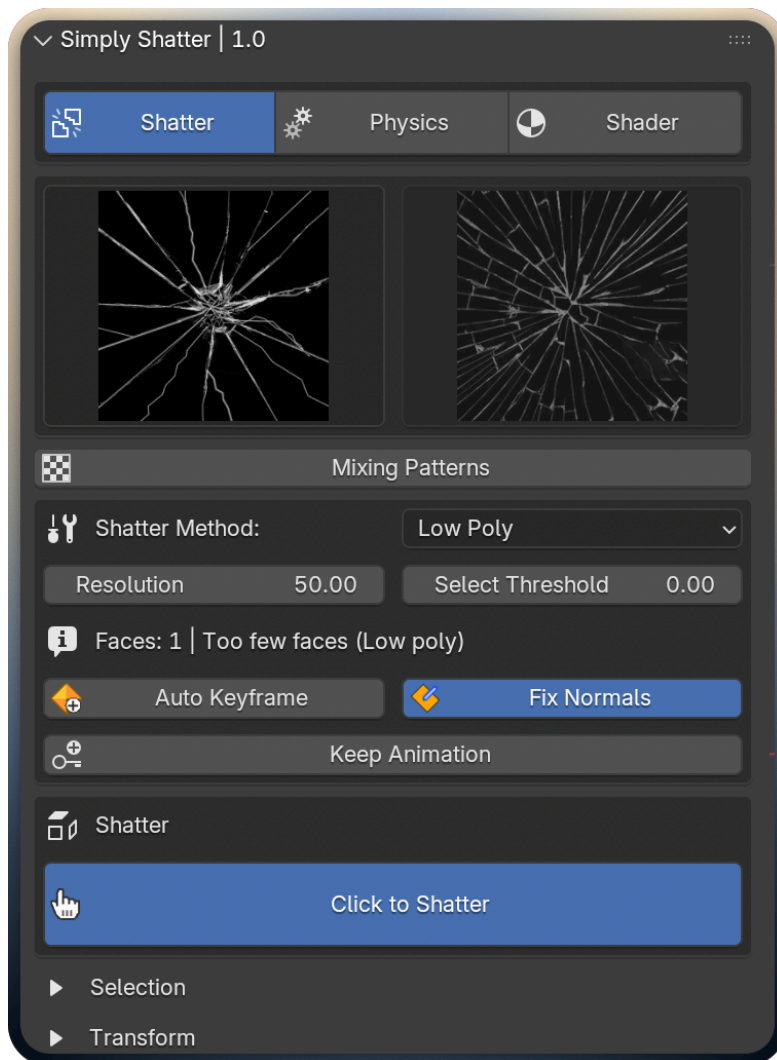
Whether for **motion graphics, VFX shots, architectural visualizations, or game assets**, Simply Shatter offers the perfect balance between simplicity and power. It takes the complexity out of creating dynamic destruction effects, giving you professional results in just a few clicks.

# User Interface



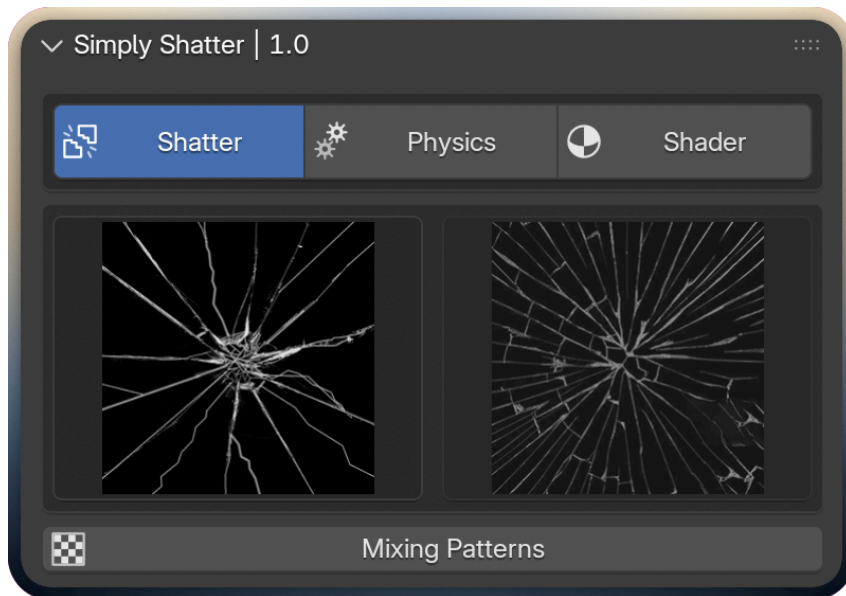
# Shatter

The **Shatter** starting area allows you to select a preset and configure all necessary settings to achieve your desired shatter effect. You can revisit this section at any point during the workflow to select a new preset, adjust settings, reshatter, or transform the result.



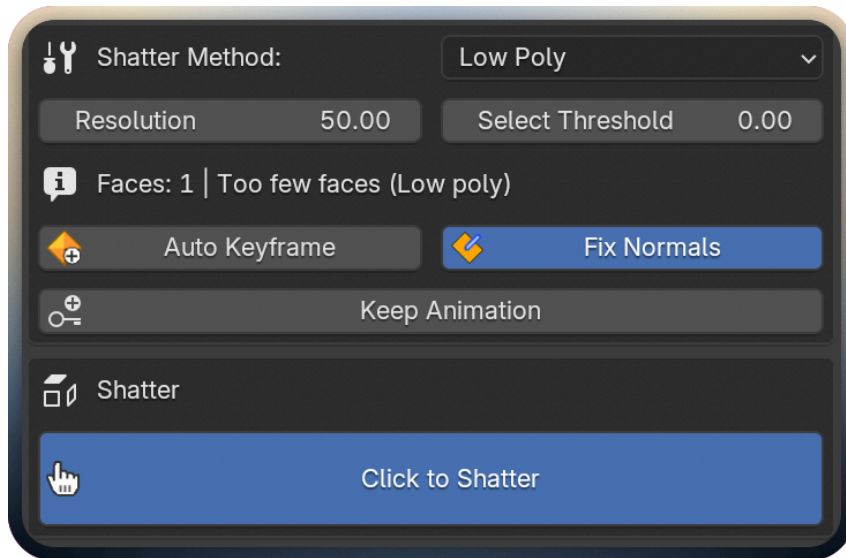
## Presets

In this section, you can choose a Shatter Pattern by clicking on the corresponding Shatter image. Additionally, you can combine patterns by enabling the "Mixing Patterns" option and selecting a secondary pattern to blend with the primary one.



## Shatter Method

The addon automatically detects and selects either **Low Poly** or **High Poly** based on the object's facecount. You can further customize the shatter effect by adjusting the **Line Resolution** and setting the **Threshold** value. The **Info Label** displays the **Face Count** of the selected object.



### Auto Keyframe

- **On:** Triggers the shatter effect at the current position on the timeline.
- **Off:** Initiates the shatter effect immediately.

### Fix Normals

When enabled, the **Fix Normals** option applies an autosmooth modifier to the separated shatter objects after the shatter process, ensuring proper normal orientation.

### Keep Animation

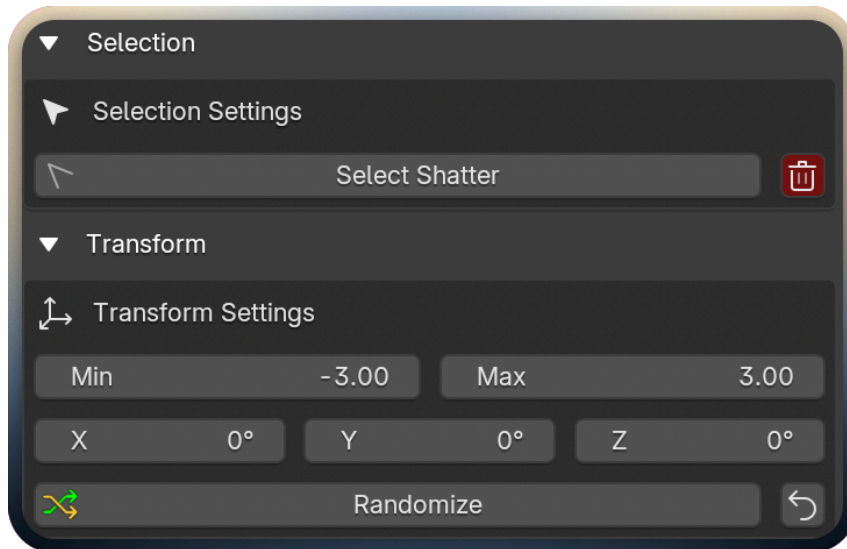
If the shatter object is animated, the animation will persist until the point of shattering. The object will shatter at the designated keyframe, maintaining its animation up to that moment.

### Shatter

To shatter an object, first select the desired object, then click the **"Click to Shatter"** button. The shatter effect will be applied based on your specified settings.

## Selection

After clicking "**Click to Shatter**", you can interact with the shattered parts using the following options. The **Selection** feature allows you to select all shattered parts by pressing the "**Select Shatter**" button. Alternatively, you can remove the shattered parts by clicking the **Trash** icon.

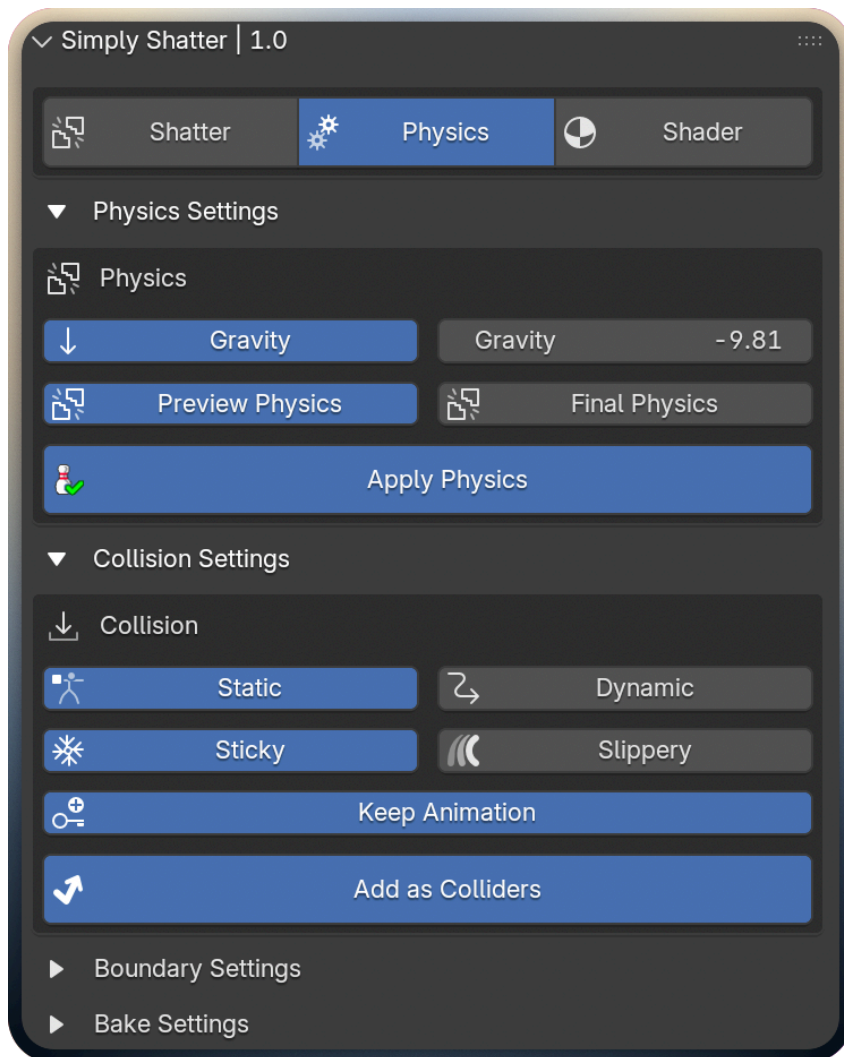


## Transform

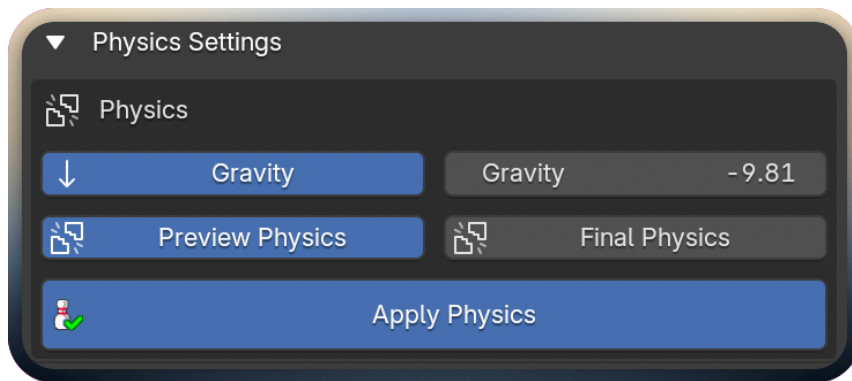
The **Transform Settings** allow you to randomly adjust the position and rotation of shattered parts for realistic results. Configure the **minimum and maximum** values for translation and rotation along the **X, Y, and Z axes**. Click the **Randomize** button to apply these randomized transformations to the shattered parts with a single click. To revert the parts to their original positions, click the **Back Arrow** icon.

# Physics

After clicking "**Click to Shatter**", the Physics Area automatically appears, allowing you to **apply physics** and **add collision** objects that interact with the shattered parts. You can also define **boundaries** and **bake** the physics simulation. Fine-tune the simulation by adjusting settings or **retiming** it until the desired result is achieved, then **bake it to keyframes**.



## Physics Settings



### Gravity

Enable or disable **Gravity** and adjust the **Gravity Intensity** to control its effect on the simulation.

### Preview Physics | Final Physics

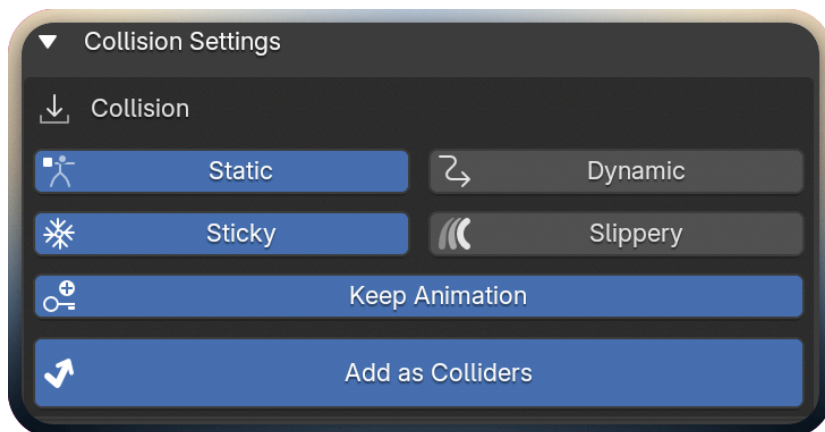
Choose the **Simulation Quality**:

- **Preview Physics**: Recommended for faster performance and testing.
- **Final Physics**: May be slower and potentially less precise than expected.

### Apply Physics

Click **Apply Physics** to apply the configured settings to the **shattered parts** and initiate the **shatter simulation**.

## Collision Settings



### Static

**Enabled by default** for static objects. These objects do not animate and only **collide** with the **shattered parts**.

### Dynamic

**Enable Dynamic** to allow **collision objects** to move as animated objects during the simulation.

### Sticky

When enabled, the **collision object** holds the **shattered parts** more firmly during collisions, increasing adhesion.

### Slippery

When enabled, the **collision object** becomes more slippery, reducing adhesion during collisions with the **shattered parts**.

### Keep Animation

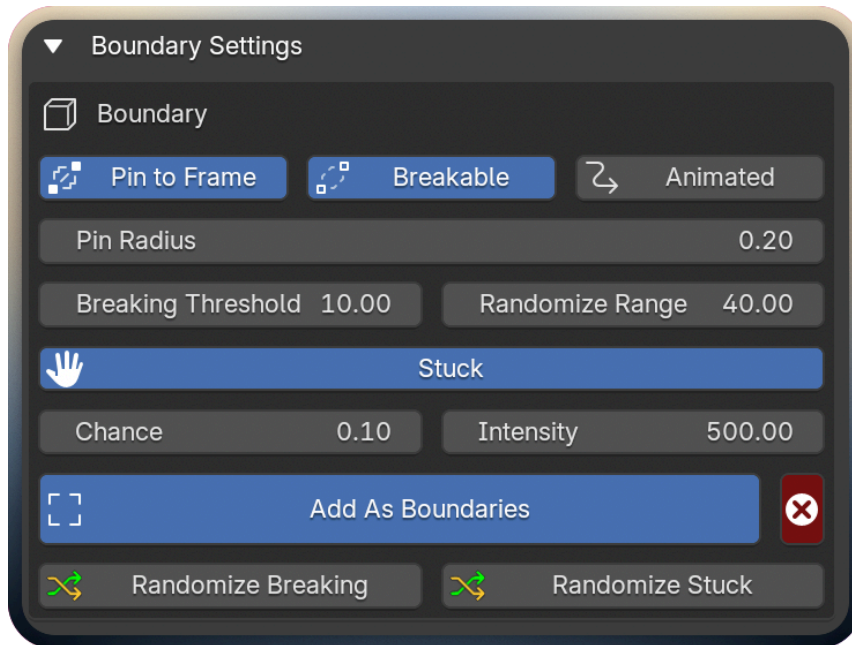
**Enable Keep Animation** for **dynamic collision objects** that are animated. This ensures the object retains its animation and does not transition to free physics behavior.

### Add as Colliders

Apply the current **collision settings** to the selected object to designate it as a **collider** in the simulation.

## Boundary Settings

This section allows you to constrain shattered objects to boundary objects (e.g., separate frames or cubes). Boundary objects can be animated if required. Adjust the Breaking Threshold with optional randomization and enable or disable the Stuck setting. Click the randomize buttons to generate varied results.



### Pin to Frame

Configure constraints to pin **shattered objects** to **frame objects** for secure attachment.

### Breakable

Enable to allow constraints on the **frame object** to break, creating realistic **stuck-and-release** shatter effects.

### Animated

Activate if the **frame object** is animated, ensuring **shattered parts** remain attached during animation.

### Pin Radius

Adjust the **pin radius** to fine-tune the pinning effect.

### Breaking Threshold | Randomize Range

Modify these settings to achieve varied breaking results.

## **Stuck**

Enable to keep **shattered parts** attached to the frame or disable to allow release.

## **Chance | Intensity**

Adjust these values to control the **stuck** or **release** behavior of **shattered parts** for realistic outcomes.

## **Add as Boundaries | Delete**

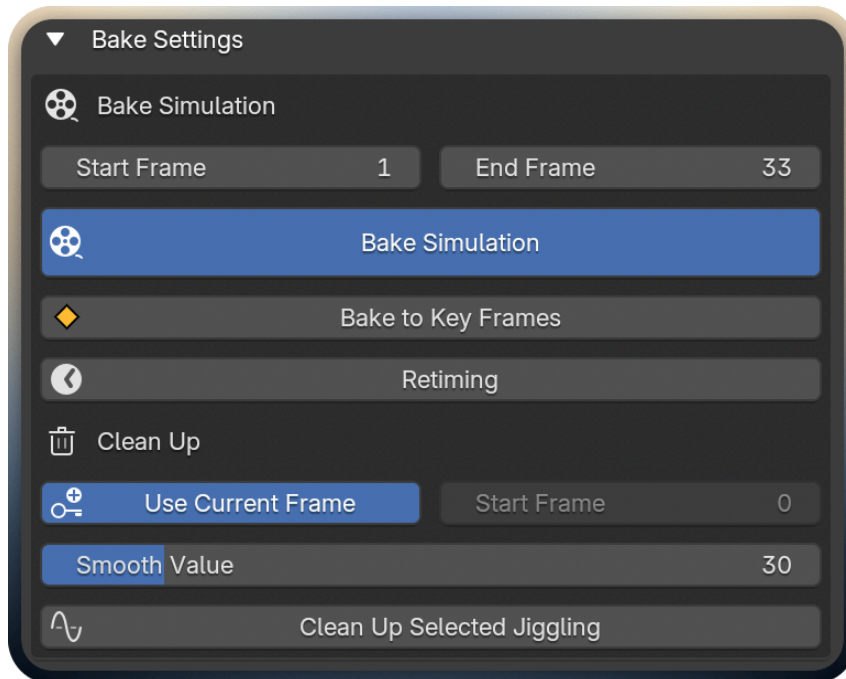
Apply all settings to selected **frame objects** or remove them. Delete settings from the currently selected **frame objects**.

## **Randomize Breaking | Randomize Stuck**

Randomize the **breaking** and **stuck** effects based on the previously set values.

## Bake Settings

Here you can bake the simulation from the **Start Frame** to the **End Frame** by clicking **Bake Simulation** to process the selected frame range. Additionally, you can **Bake to Keyframes** and use **Retiming** to create slow-motion effects.



## Clean Up

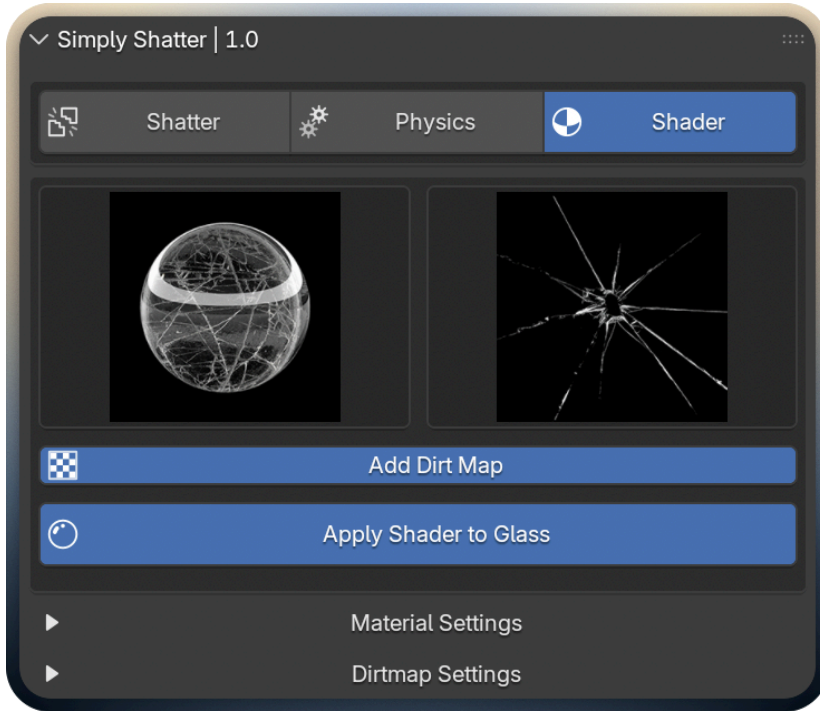
After baking the keyframes, you can easily clean up selected jiggling or shattered parts by clicking **Clean Up Selected Jiggling**. Adjust the **Smooth Value** to achieve a realistic motion decay and prevent abrupt stops in the animation.

# Shader

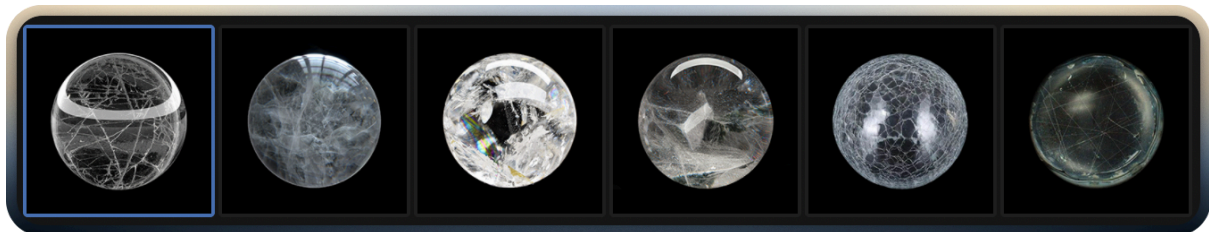
After completing the shatter and physics setup, **Apply a Shader to Glass**.

Choose a suitable **Glass Shader Preset** for your scene, then adjust the material parameters as needed.

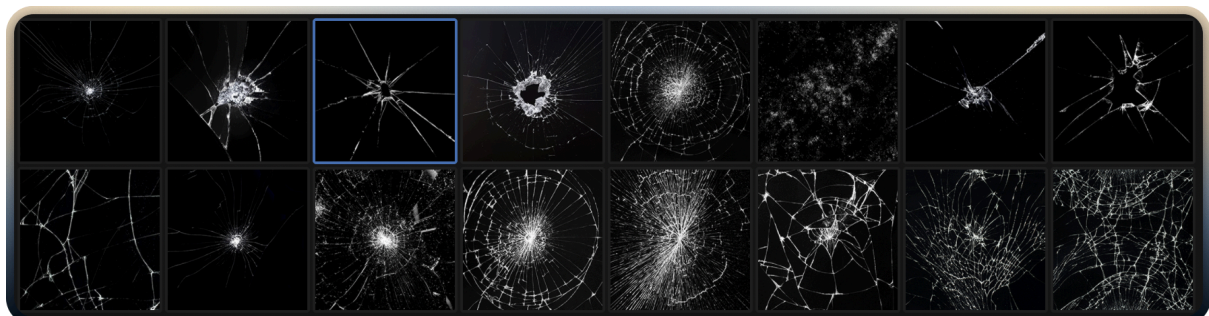
Add a **Dirt Map** (Shattered Texture), which automatically aligns with the shatter points — fine-tune it if necessary for the best visual result.



## Glass Presets

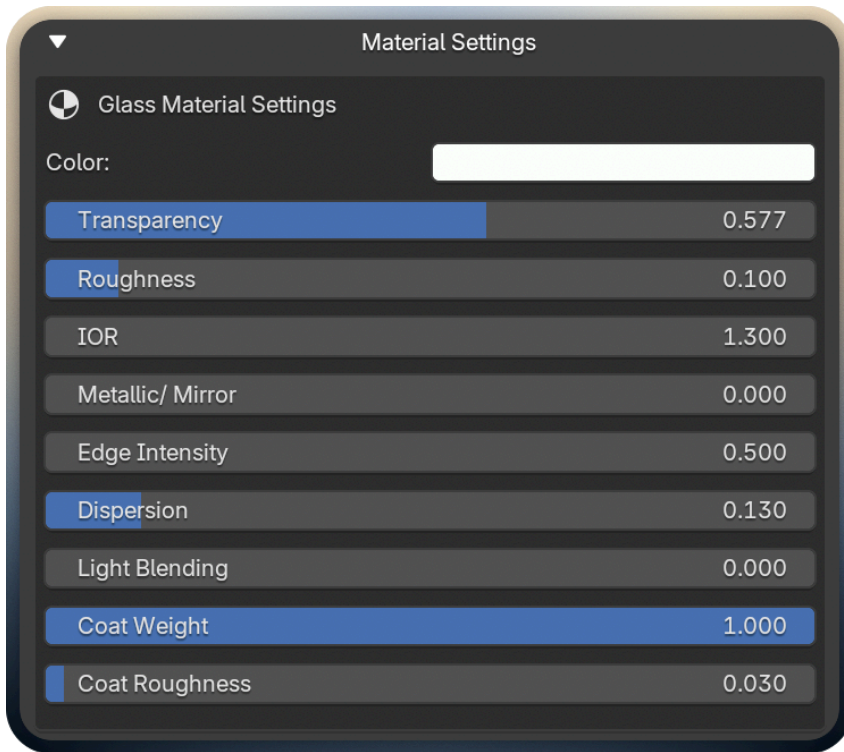


## Dirt Map Preset Textures



## Material Settings

After selecting a shader, open the **Material Settings** to adjust its properties to fit your needs.

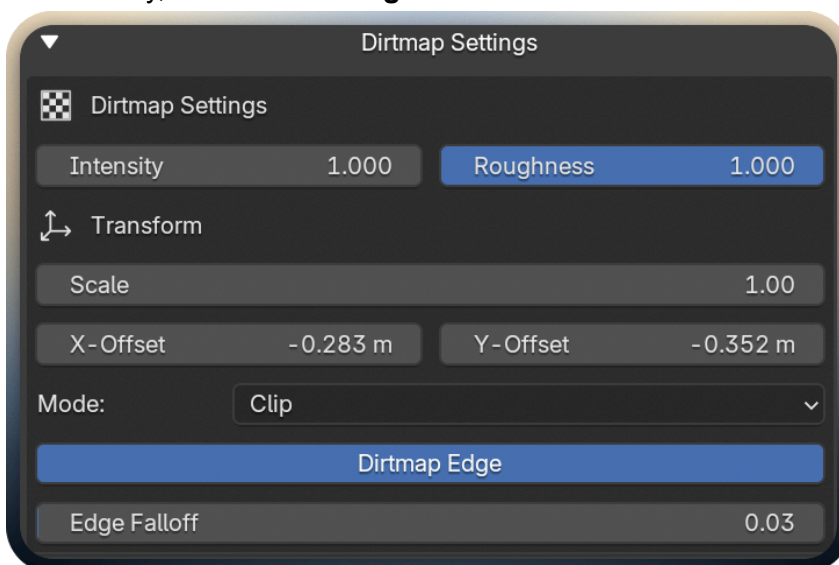


## Dirtmap Settings

When adding a Dirt Map, open its settings to adjust the **Intensity**, **Roughness**, and **Transform** parameters as needed.

The **Dirt Map Edge** option creates a smooth, rounded transition for a more realistic look, preventing harsh clipping along the edges.

If necessary, fine-tune the **Edge Falloff** to refine the transition.



# Credits

Simply Shatter — a Blender add-on developed by TAngraFX & Simply

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