



Rascal Rabbit - Clothing Pack Instructions

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Method 1: Install with Third Party Unity Scripts. (Quick and Easy)

The Unity plugin VRCFury is required if you want to use this installation method.

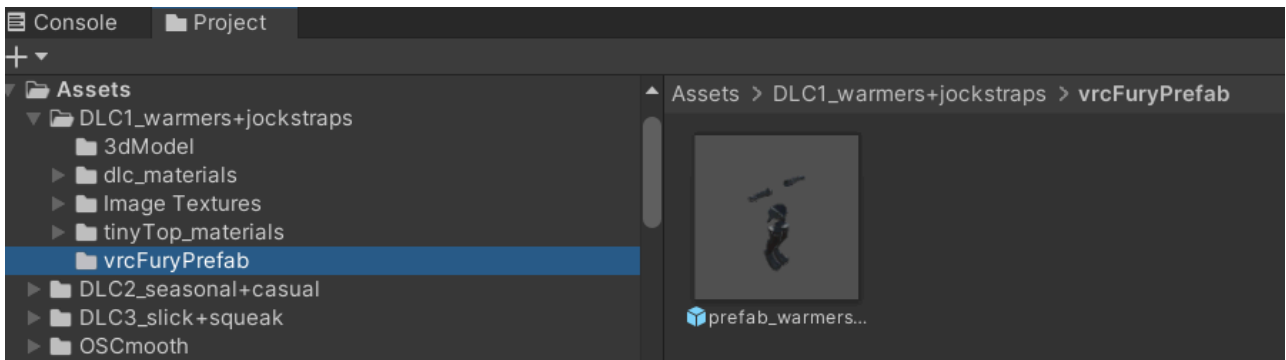
As the author frequently makes improvements and changes to their script, please read their tutorial on how to install the plugin.

<https://vrcfury.com>

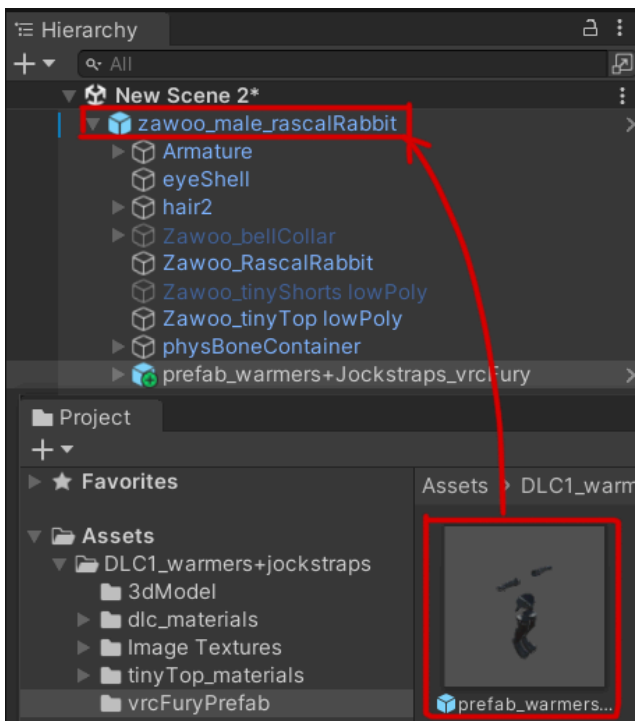
In the event that the hyperlink becomes broken in the future, please look up VRCFury on your search engine of choice.

Since I am not involved in the development and distribution of 3rd party apps or scripts, I can not provide technical support or instructions for them. I also can not guarantee that they will work well, nor can I guarantee the integrity of your Unity project or the safety of your computer and personal information if you decide to use them.

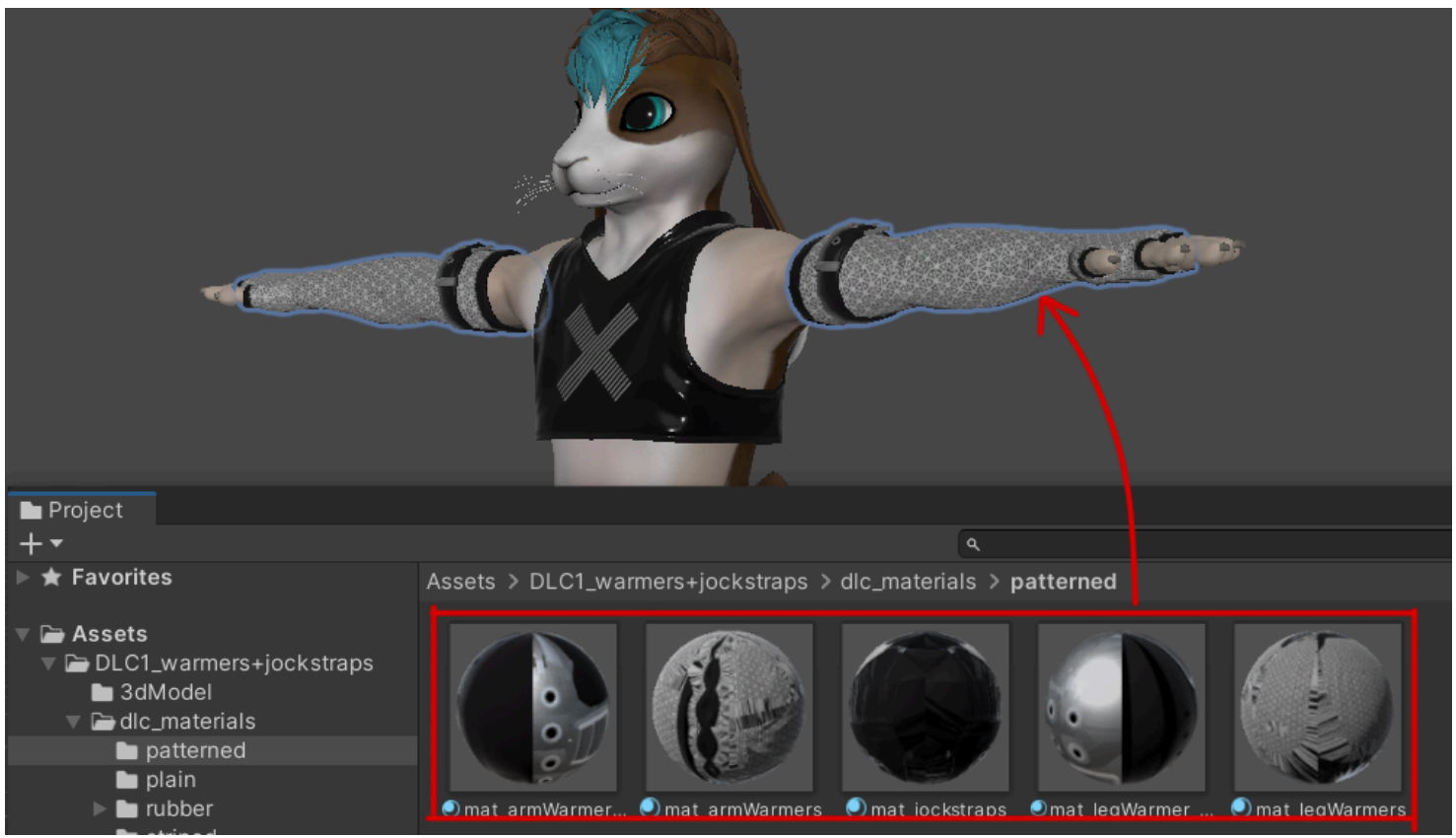
1. Import the included Unity Package.
2. Open the folder "vrcFuryPrefab".



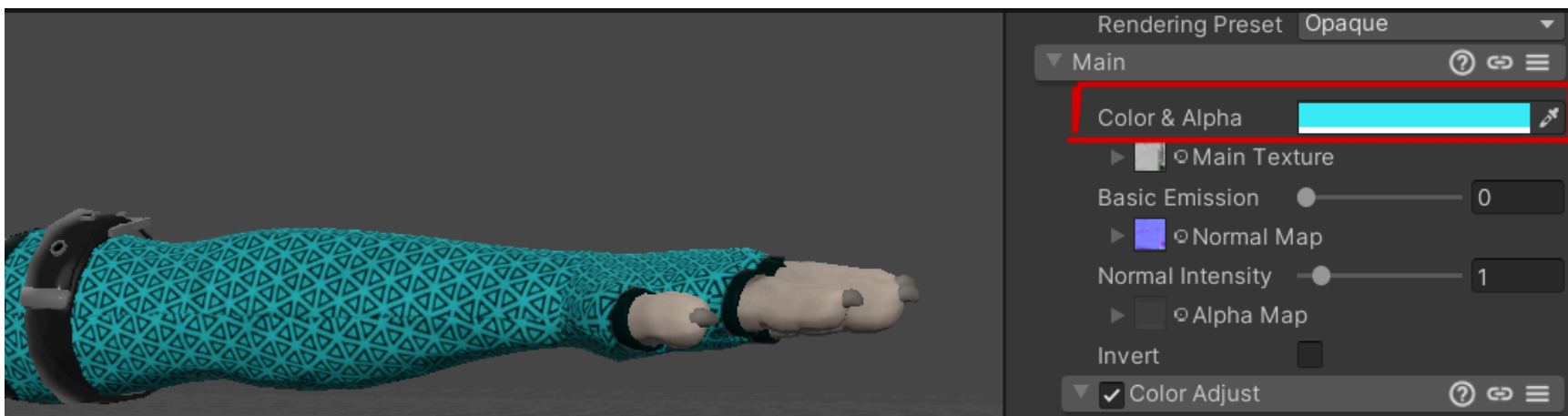
3. Drag the prefab into the root gameobject of your avatar.



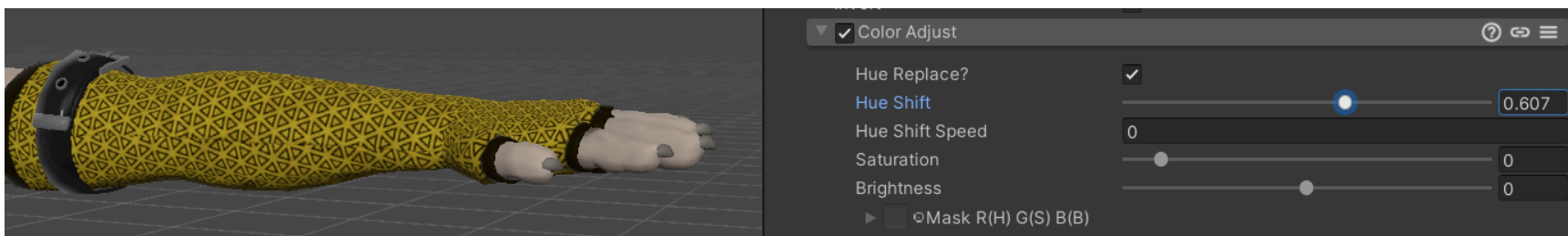
4. You can find alternative materials in the "materials" folder. Drag them onto the appropriate clothing item to apply it.



5. (Optional) Select the material, and tint it to whatever color you like.



6. (Optional) Some materials already have color present, in that case you can use the “Color Adjust” feature to change color. (Mainly by using the “Hue Shift” slider.) Make sure that the box next to Color Adjust is ticked.



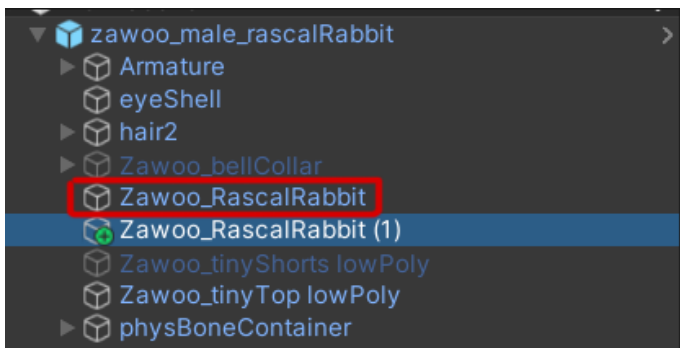
7. (Optional) The clothes might not fit your avatar in the scene properly. This is because your avatar has blendshapes applied. **VRCFury will adjust the appropriate blendshapes on upload to make the clothes fit properly.** If you want the clothes to fit in Unity and not just in game, select the clothing and match the blendshapes’ value to your body. *(For instance: If your “shape_body_waist_thin” is 55 on your body, make your shorts’ “shape_body_waist_thin” also 55)*

There are also additional blendshapes on certain clothing items, such as making the bulge flat. Adjust them to taste.

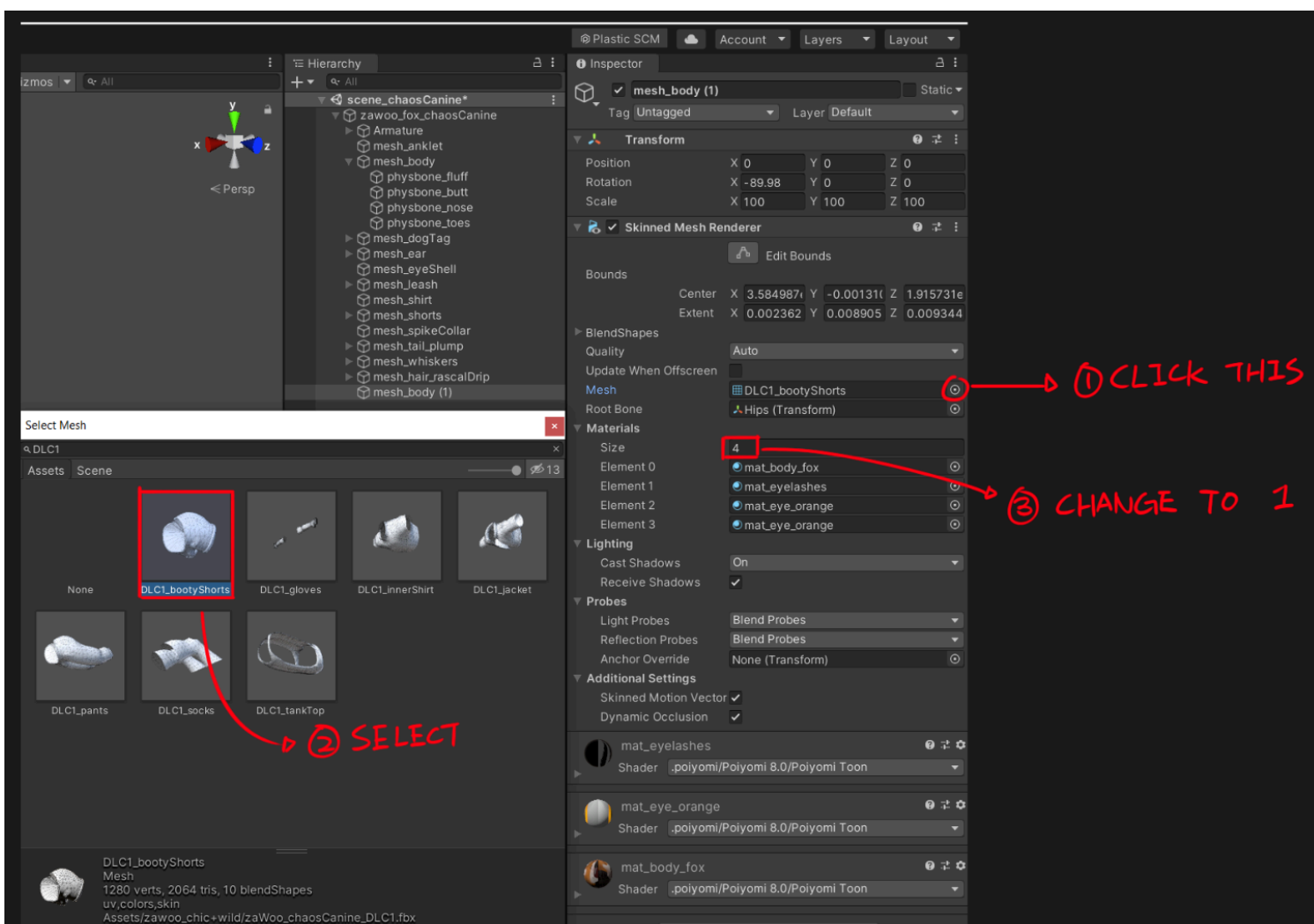
8. That’s it!

Method 2: Install Manually

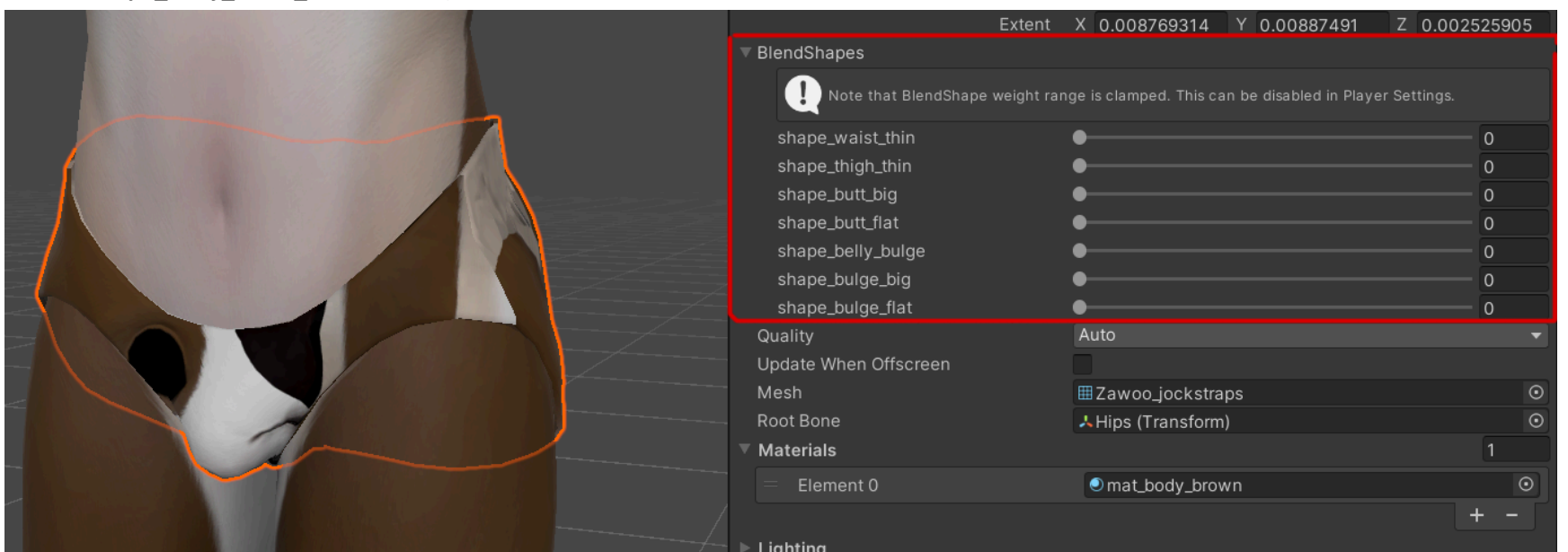
1. Import the included Unity Package.
2. Open the scene that contains your avatar, and duplicate (ctrl+D) the mesh of your avatar.



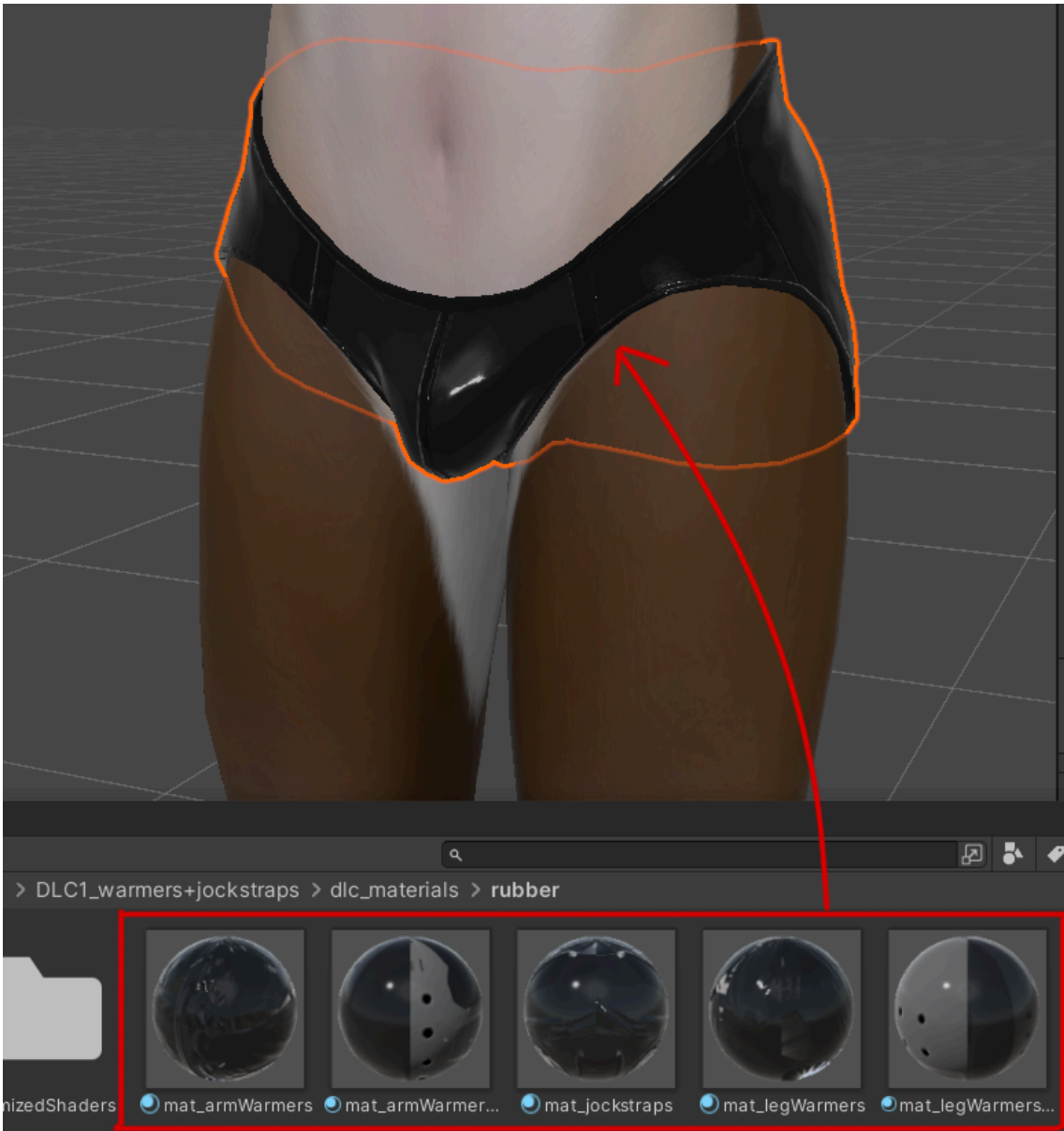
3. A new gameobject called "Zawoo_RascalRabbit(1)" will appear.
4. Under the Skinned Mesh Renderer component of Zawoo_RascalRabbit(1), change the mesh to the clothing mesh you would like to wear. You can use the search box in the Select Mesh window to make this process easier.
5. In the Skinned Mesh Renderer component, in the material drop down, change the size to 1



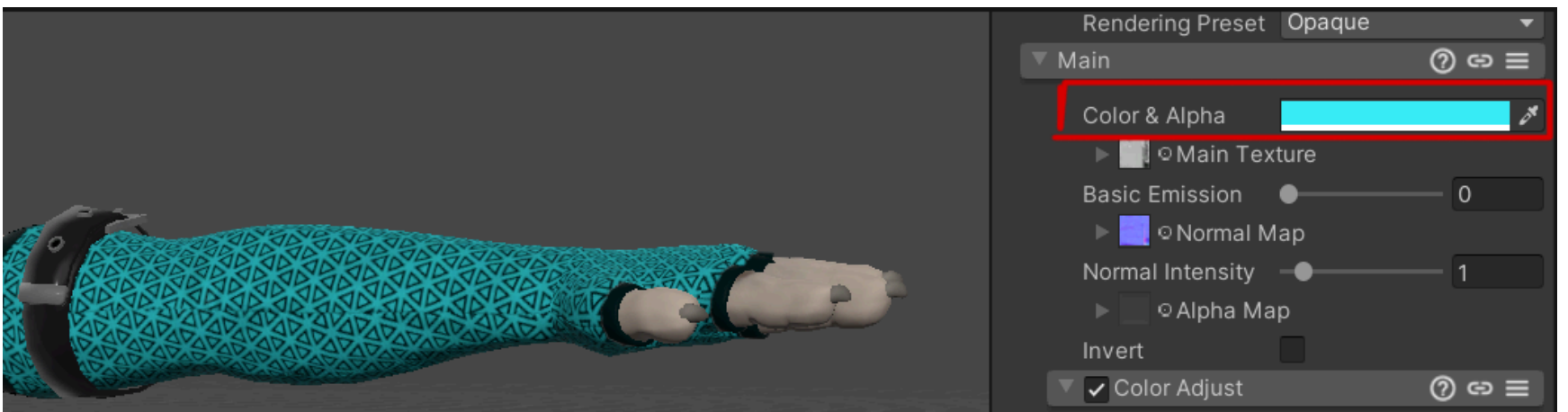
6. The clothing model should show up on your avatar now, but with wrong material, and might not fit at all. Select the clothing and match the blendshapes' value to your body. (For instance: If your "shape_body_waist_thin" is 55 on your body, make your shorts' "shape_body_waist_thin" also 55)



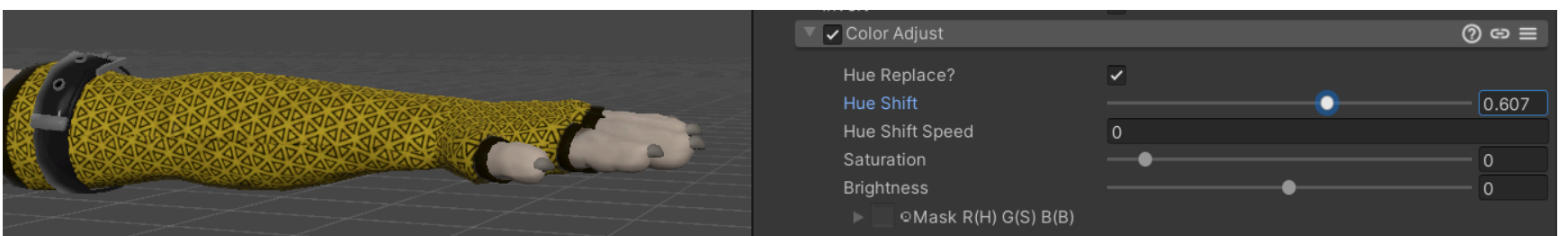
7. Find the correct material you'd like to use (they are organized by name). Drag and drop it onto the mesh.



8. (Optional) Select the material, and tint it to whatever color you like.



9. (Optional) Some materials already have color present, in that case you can use the “Color Adjust” feature to change color. (Mainly by using the “Hue Shift” slider.)



10. In the hierarchy, rename your clothes to something more reasonable.

11. Repeat step 2 to 10 until you’ve completed the outfit.

12. And that’s it!

Setting Up Toggles after manual installation.

There are a few ways to set up toggles. The default way is to do so manually, but you can use Unity scripts to automate this process.

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VRChat Toggle Assistant is a tool that automates the process of creating toggles.

[VRChat Toggle Assistant: https://shatteredfur.gumroad.com/l/vrctoggle](https://shatteredfur.gumroad.com/l/vrctoggle)