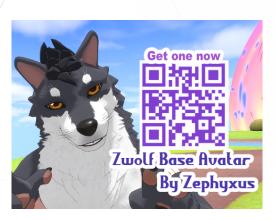


QUICK GUIDE TO UPLOAD AND CUSTOMIZE VRCHAT MODEL



ZWOLF BASE AUATAR MODEL VERSION 1.3 (24-04-2022)



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GENERAL FILES

1. Unity Package VRCHAT ZWolf 1.5 SDK3.unitypackage

Main Unity Package that contain pre-configure avatar ready to customized and upload for VRChat Avatar SDK 3 (Recommended)

2. Unity Package VRM ZWolf 1.3. unitypackage

Unity Package for building the VRM file, which can be used in any VTuber model that supports it.

2. Texture PSD Files

Primary texture creation file, with a wireframe and description for easier to customize.

4. Zephyxus-zwolf 1.3.blender

A blender file contains the avatar 3D model.



How to Install & Upload

(For official guide, please consult https://docs.vrchat.com/docs/welcome-to-vrchat)

Please use the unity version according to the VRChat Document to upload the VRChat avatar.

- 1. Download and install Unity 2019.4.31f1. You can get it from https://docs.vrchat.com/docs/current-unity-version
- 2. Launch Unity 2019.4.31f1 and create a new project

Creates new project with Unity 2019.4.311 Templates D D D D D D D D D D D D D	- Settings Project Name Loadion* D/Documents	×
	CANCEL CREATE	



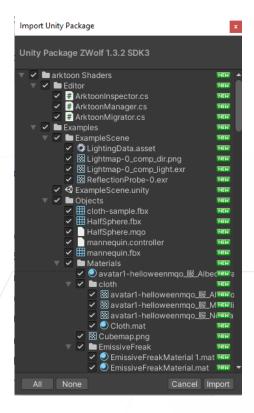
3. Import a dynamic bone asset component. you can import it from Unity Asset Store or from somewhere, after you created the project. No longer required as VRChat use native PhysBones instead. PhysBones are configured in the model.

4.**Import VRChat Avatar SDK** by downloading from https://vrchat.com/home/download Then select menu Assets>Import Package>Custom Package... then select the VRChat SDK file and import all

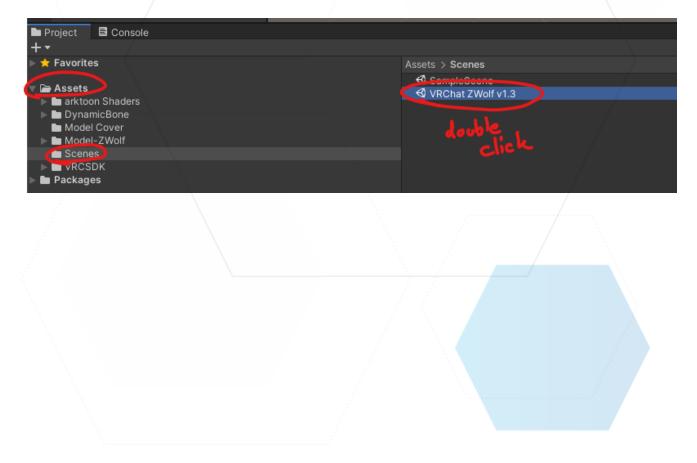
		Download VRChat Steam Oculus		
		Content Creation		
		Setting up the SDK		
VRChat	t Worlds	VRChat	Avatars	
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	Download SDK3 - Worlds		Download SDK3 - Avatars	
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	Export Package			
	Find References In Scene			
	Select Dependencies			
	Refresh	Ctrl+R	Sector Sector	
	Reimport			

5. Import the Unity Package VRCHAT ZWolf 1.5 (menu Assets>Import Package>Custom Package...) Then locate <u>Unity</u> Package VRCHAT ZWolf 1.5. unitypackage and click open then import

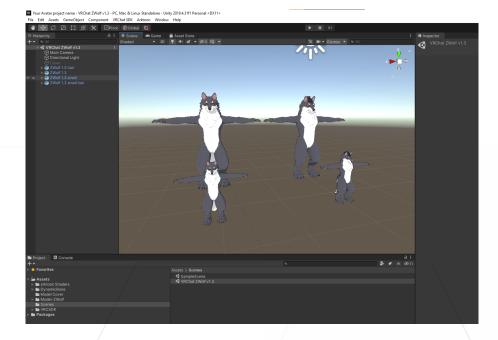




6. Open the VRChat ZWolf scene (Assets>Scenes>ZWolf v1.3.Unity)







- 7.. Make modifications. Please see other How-To guides in this file.
- 6. Login to VRChat and Upload (menu VRCHAT SDK>Show Control Panel)
 - ¡ You are required to create VRChat account in its website https://vrchat.com/home/register
 - i You can merge your account that has been created in game.
 - https://vrchat.com/home/accountlink
 - i You need to play the game at least 8 hours in order to be able to upload a custom avatar in game

Splash Screen 🕊 🕂 🖸 🖾 🖽 🗶 🖉 ≻ Animator 👘 🖙 Game Show Control Panel ● 🕹 ▼ 💋 0 拱 ▼ -۲ Utilities > 🚭 ZDragons v1.1.1 Main Camera Help > Directional Light
 4 2021-01-ZDragon v10 ✓ 2021-01-ZDragon v10 Small
 ✓ 2021-01-ZDragon v10 Small-ChinFluff 🐐 2021-01-ZDragon v10 Small-JawFluff

Your Avatar Project Name - ZDragons v1.1.1 - PC, Mac & Linux Standalone - Unity 2019.4.31f1 Personal <DX11> File Edit Assets GameObject Component VRChat SDK Tools Thry Window Help



Inspector	VRChat	SDK						:
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				Si	gn In			
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0	Inspector	VRChat	SDK /					
	Authentica	ation	Builder	Co	ontent Manager		Settings	
				Account				
		Logge	d in as:	Zephy	xus			
		World	Creator Status:	Allowe	d to publish world			
		Avata	r Creator Status:	Allowe	d to publish avata	rs		
					Logout			



7. Go to Builder Tab, select the avatar to upload.

	Inspector VRChat SDK	:	
	Authentication Builder Content Mar	nager Settings	
{	ZWolf 1.3 small ZWolf 1.3 hair ZWolf 1.3 small hair ZWolf 1.3		
	Unpublished Avatar - ZWol Active Build Target: StandaloneWindows64 Switch Build Target to Android		
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	🛞 Polygons: 31030	Select	
	😭 Bounding box (AABB) size: (2.0, 2.0, 0.8)	Select	
	Skinned Mesh Renderers: 2	Select	$\langle \rangle$
	😭 Mesh Renderers: 1	Select	
	Material Skots: 6	Select	
	O Dynamic Bone Components: 4	Select	$\langle \rangle$
	Oynamic Bone Simulated Bone Count: 16	Select	
	😭 Dynamic Bone Collider Count: 0	Select	
	😙 Dynamic Bone Collision Check Count: 0	Select	
	• Animator Count: 2	Select	
	• Bones: 82	Select	
	😪 Lights: 0	Select	
	Particle Systems: 0	Select	
	😭 Total Combined Max Particle Count: 0	Select 💌	
	Offline Testing	Build & Test	
	Before uploading your avatar you may build and test it in the VRChat client. Other users will not able to see the test avatar.		
	Online Publishing Built	d & Publish for Windows	······/·····›
	In order for other people to see your avatar in VRChat it must be built and published to our game servers.		

i You can use *Build* & *Test* to quickly test the avatar in game. Note that, other people cannot see that test avatar.



6. Click Build & Publish for Windows, Unity will show the UI for customize the name and description as well as photo.

	措 ene 🗢 Game 🔮 Asset Store			
S VRChat ZWolf v1.3 : Main Camera	(1 ▼ 5:4 ▼ Scale ●	1x	Left Eye 🔻 Maximize On	Play Mute Audio Stats
 ⑦ Directional Light ⑦ Cover ◎ ② ZWolf 1.3 hair 		New Av	atar	
▶ 😭 ZWolf 1.3 ▼ 😭 ZWolf 1.3 small	1. Enter a name for your avata 2. Enter a description for your	avatar		
▶ ✿ Armature ✿ Body ✿ hair ✿ Left Trail	4. Confirm your info and press	bject in the scene to capture the des Upload!	ired preview image.	
 ☆ Left Trail ☆ Right Trail ▼ ☆ ZWolf 1.3 small hair 	Avatar Name	your avatar!		
ⓒ Body ▶ ⓒ Armature ⓒ hair	Description		Upload Image	7
© Left Trail	Describe your avatar to other,	usors		
O VRCCam		Blood/Gore		
	Sharing	Other NSFW		
	Private Public			
	Crossplatform	ly with Android upload)	Move the VRCCam to your preferm position for the preview image.	ed
	The above information is a	ccurate and I have the rights to upload		
	this content to VRChat.			
		Jpload		



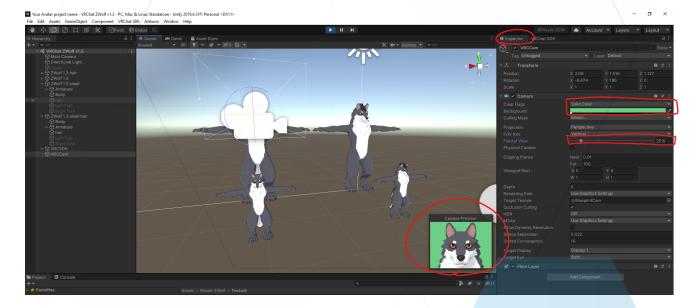
7. Change the Avatar Photo,

7.1 Click the scene tab, and then select VRCCam

Your Avatar project name - VRChat ZWolf v1.3 - PC, Mac & Linux Standalone - Unity 2019.4.31f1 Personal <DX11>

File Edit Assets GameObject O	omponent VRChat SDK Arktoon Wi	ndow Help
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'≡ Hierarchy	a : (⋕ Scene) ∞	Game 📓 Asset Store
+ - All	Shaded	▼ 2D 🌻 🕪 😎 ▼ 死 0 圦 🔻 🔻
🔻 🚭 VRChat ZWolf v1.3		
 Main Camera Directional Light Cover ZWolf 1.3 hair ∑ ZWolf 1.3 		
 ▷ ⑦ ZWolf 1.3 small ▷ ⑦ ZWolf 1.3 small hair ▷ ⑦ VRCSDK ⑦ VRCCam 		

7.2 you can change the FOV of the camera as well as background of it by changing the clear flag to solid color





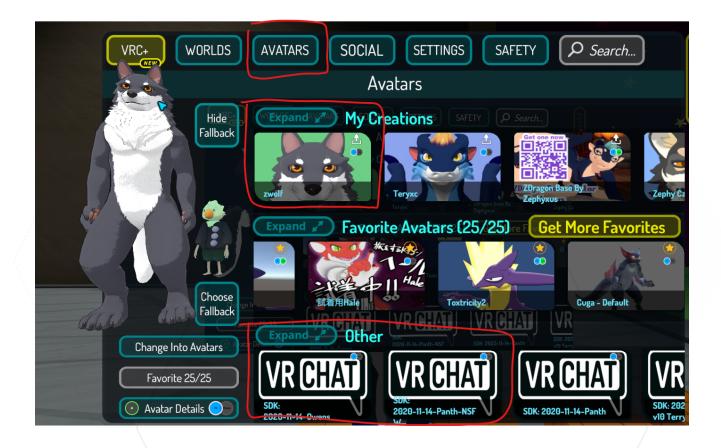
8. go back to game tab and check box below then click **upload**

# Scene	🖙 Game	🖀 Asset Store				
Display 1	▼ 5:4	▼ Scale ●	1x	Left Eye	🔹 🔻 Maximize On Play	Mute Audio Stats Gizmos
		 Enter a name for your avatar Enter a description for your a Adjust the VRCCam gameob Confirm your info and press to 	vatar ject in the scene to capture the d			
		Avatar Name Name	your avatar!			
		Description		Vpload	l Image	
		Realistic Violence O Sharing Private Public Crossplatform Use for Fallback (change only) The above information is acc this content to VRChat.	lood/Gore NSFW		m to your preferred preview image.	
		VRChat SDK	Update Complete! La uploaded content.	unch VRChat to see your	×	

Okay



9. launch the game, you will see the avatar in the game menu. Have fun



i If you use Build & Test, you can find the test avatar in Other Tab



CUSTOMIZE TEXTURE

There are 6 Texture files that are being used

1. Wolf_body This image is used as a texture color of the body

2. Wolf_body_specular_mask This image is used for masking where the area of the body that has a specular highlight

3. Wolf_eyes This image is used as a texture color of the eye

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4. Wolf_eyes-mask This image is used for masking where the area of the eye and what color is glowing in the dark.

5. Wolf_eyes-normal This is a normal map of the eyes, please don't modify it unless you know what you are doing

6. Wolf_Normal This is a normal map of the body, please don't modify it unless you know what you are doing



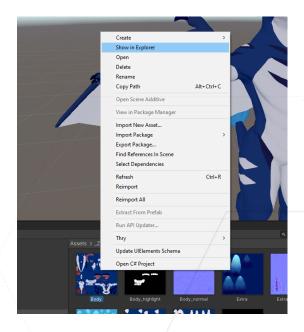
There are photoshop files contains the design and wireframe with description corresponding to each texture file

When export to PNG file, please make sure to hide the wireframe and description layers before export



Easy steps to update the texture files without create a new one

1. Right-click the file and select **Show in Explorer.**



2. Replace that file in Window Explorer as per normal

→ * ↑	Docur	ments → Your Avatar Project Name → A	ssets → _ZDragor	n → Textures		ల్ 🔎 Searc		
		Name ^	Date mod	ified				
Quick access		Body.png				1.031 KB		
Desktop		Body.png.meta		1 11:11 PM	META File	3 KB		
🕹 Downloads		Body_highlight.png		0 2:36 PM	PNG File	135 KB		
Documents		Body highlight.png.meta		0 2:37 PM	META File	3 KB		
Pictures		Body_normal.png	2021-12-1	2 1:26 PM	PNG File	8.099 KB		
SaiArtwork		Body_normal.png.meta	2021-12-1	0 2:27 PM	META File	3 KB		
Iphone photo	<u> </u>	Extra.png	2021-12-1	9 6:57 PM	PNG File	978 KB		
G:\	4	Extra.png.meta	2021-12-2	1 4:50 PM	META File			
on		Extra_normal.png	2021-12-1	9 4:13 PM	PNG File	1,066 KB		
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3. Come back to Unity, the project will update the file itself, and the result will be display in the 3D models on scene right away



CUSTOMIZE MATERIALS (SHADER)

Material is where it maps 2D texture Images to 3D Models. If you create a new 3D texture Image files, you may need to make change in these materials



You can change the shader to something else that is more pleasing to you.
In order to change the Main Texture. Click the o in between the thumbnail and the text to locate the file





CUSTOMIZE CUSTOM EMOTE

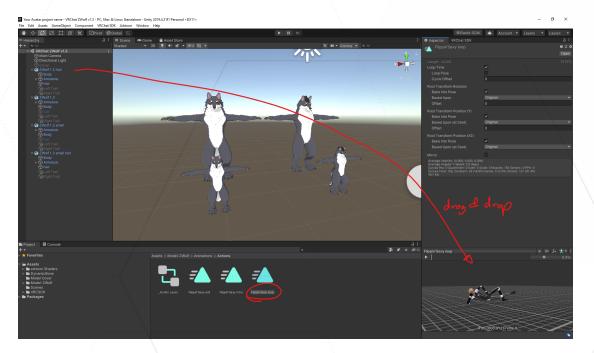
Assume you have the animation file (emote), you could make one your own or download it from somewhere

You can find a public custom animation in https://vrcmods.com/search/

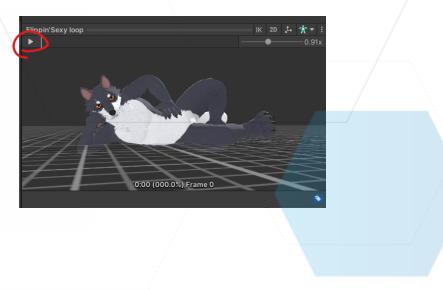
whisper pssst the fortnite animation are very good in there, go search for it

To Test out the animation file you have

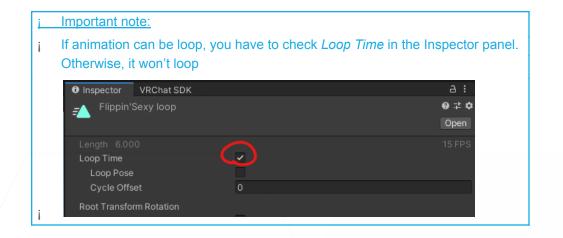
1. select the animation file, then drag and drop your model into the animation preview



2. Click play to test out the animation









Add Custom Emotes into the VRChat Model

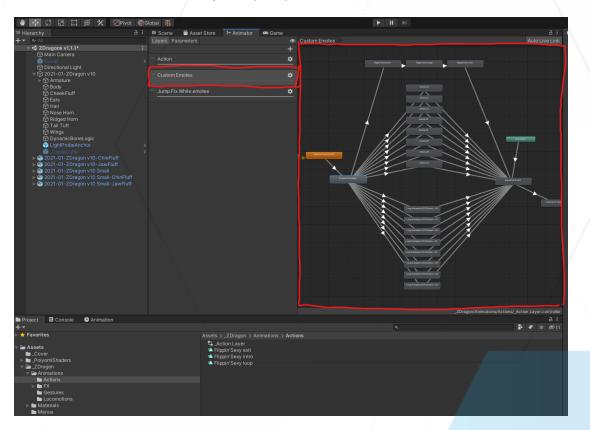
I've made 16 placeholders for emotes, (8 for looping animation, and 8 for non-loop animation)

Assume that you have the animation file (emote)

1. Locate the Action Layer in the Project, and doubleclick it

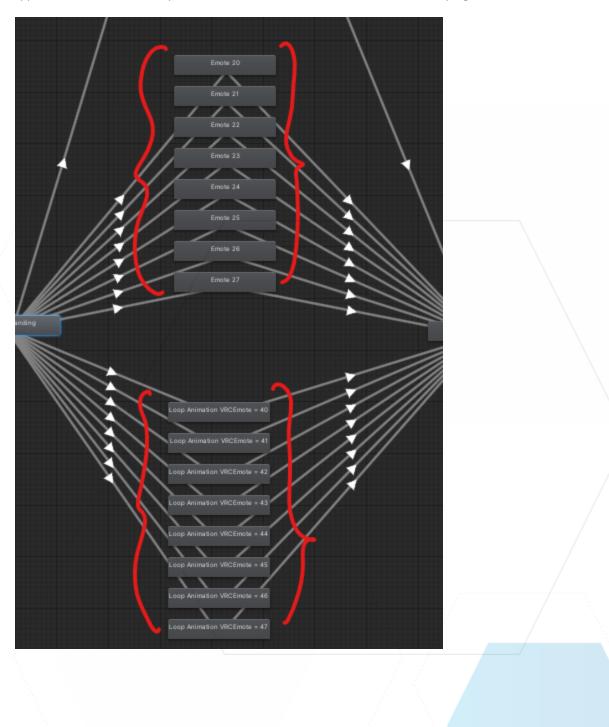
🛨 Favorites	Assets > ZDragon > Animations > Actions
Te Assets ■_Cover >■_PolyomShaders ~ DelyomShaders ~ DelyomShaders ~ DelyomShaders	 ▲ Filippin'Sexy intro ■ Filippin'Sexy intro ■ Filippin'Sexy loop
the Actions the Actions	
Im DynamicBone Im Scenes Im VRCSDK Packages	C Assets/ ZDragon/Animations/Actions/ Action Layer.controller

2. Click Custom Emotes animation layer to open up the Animation State Machine



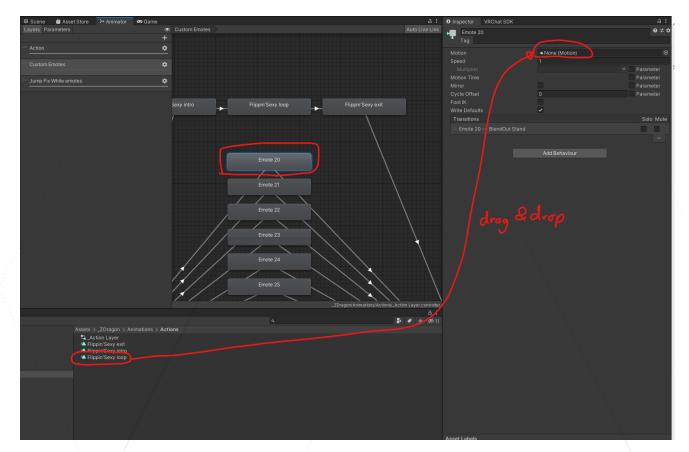


3. Don't be afraid! What we need to make change is just **the middle part** where I make placeholders for emotes. The upper nodes are the non-loop animation whereas the lower ones are for the looping animation.





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4. To add the emote into the slot, click the node, and drag and drop your animation into the inspector panel

5. That's done, whenever you click the emote20 in game, it will perform that specific animation

Please make sure that you drop the right type of animation in. The upper nodes are the non-loop animation (emote 20-27) whereas the lower ones are for the looping animation (emote 40-47).



6. For ease of use in game. You can press R in Desktop mode to open the Action Menu (for VR Headset, please check out <u>https://docs.vrchat.com/docs/controls</u> to know how to bring it up)



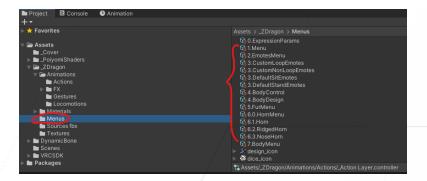
The next section will show you how to change the name of the menu inside the Action Menu



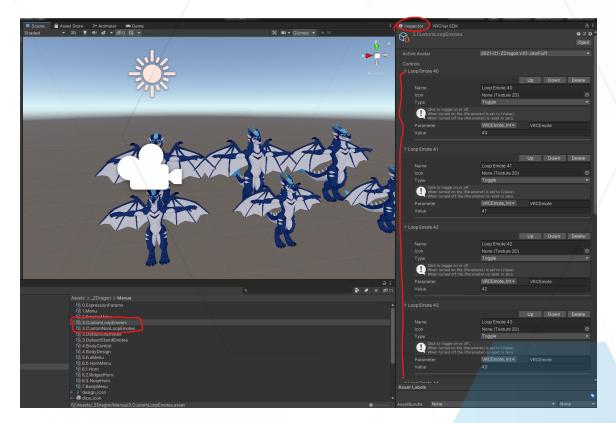
CUSTOMIZE ACTION MENU

You can press R in Desktop mode to open the Action Menu (for VR Headset, please check out <u>https://docs.vrchat.com/docs/controls</u> to know how to bring it up)

1. The Custom Action Menu is located in Menus folder in the Project



2. To change the Emote Name, locate and click a file "3.CustomLoopEmotes" or "3.CustomNonLoopEmotes".



3. You can change the Name of the corresponding emote (e.g. from "Emote 20" to "Dab") for easier use.



More Questions

If you have any questions, any assistance, or suggestions, please ask in our discord server (invite link: https://discord.gg/bjkmp7V)





