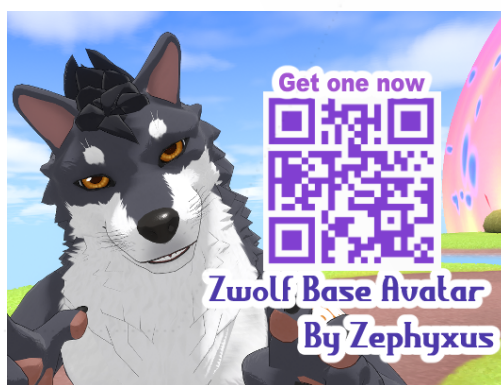




ZWolf Base Avatar Quick Guide

QUICK GUIDE TO UPLOAD AND CUSTOMIZE VRCHAT MODEL



ZWOLF BASE AVATAR 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

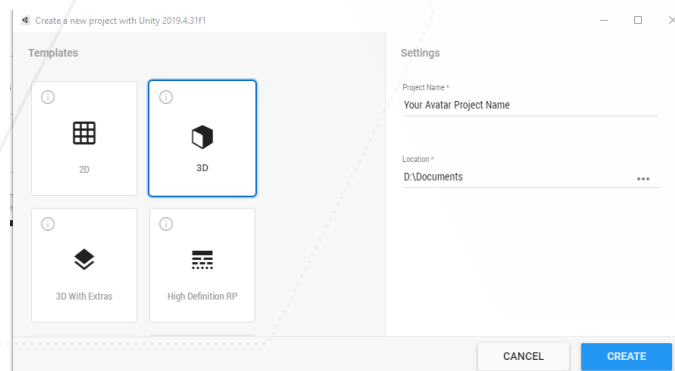
A blender file contains the avatar 3D model.

How to INSTALL & UPLOAD

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

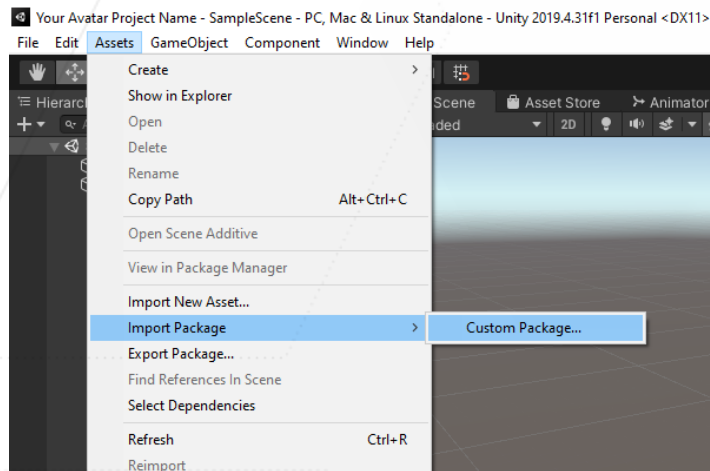
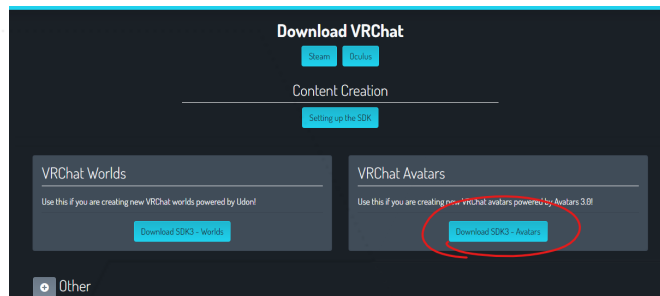
i Please use the unity version according to the VRChat Document to upload the VRChat avatar.

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

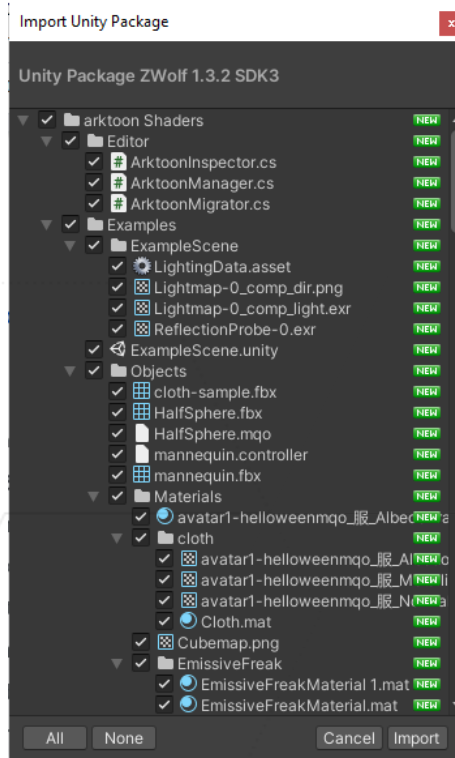


3. ~~Import a dynamic bone asset component. you can import it from Unity Asset Store or from somewhere, after you created the project. No longer required as VRChat use native PhysBones instead. PhysBones are configured in the model.~~

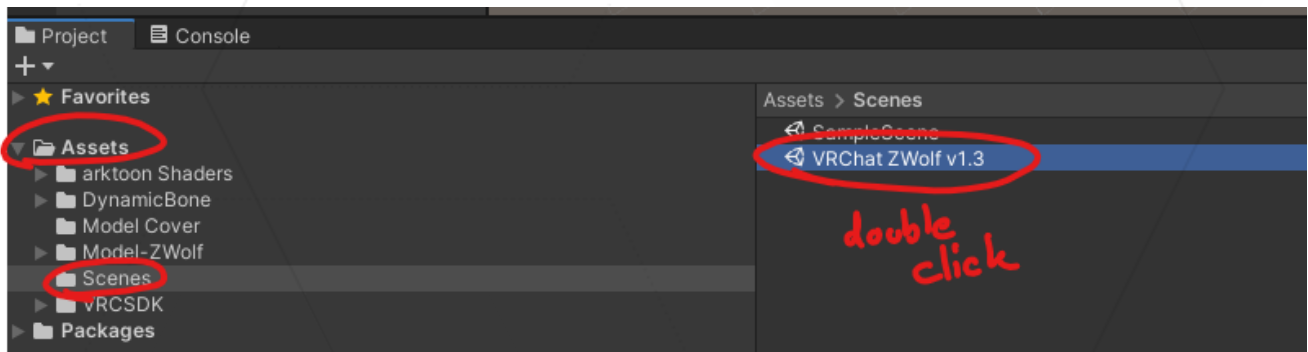
4. **Import VRChat Avatar SDK** by downloading from <https://vrchat.com/home/download> Then select menu Assets>Import Package>Custom Package... then select the VRChat SDK file and import all



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



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

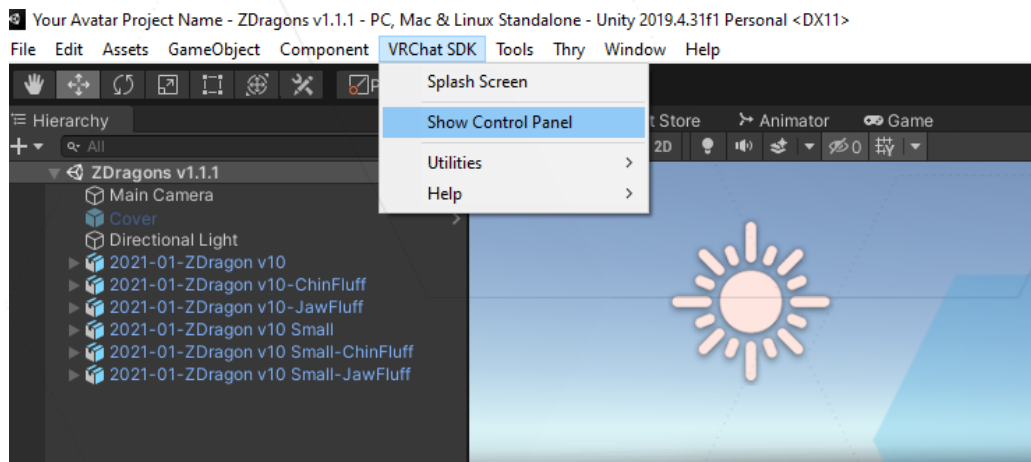


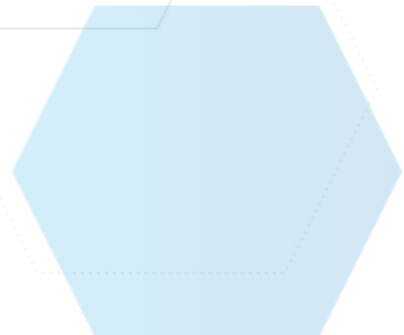
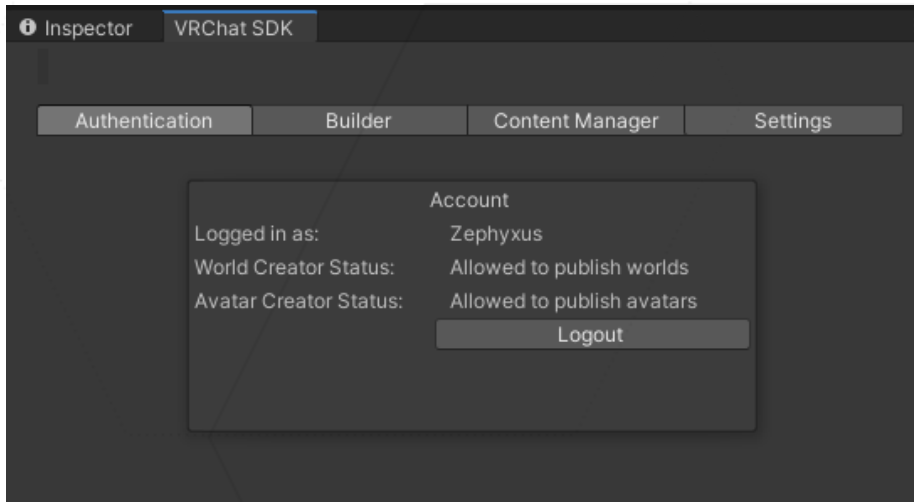
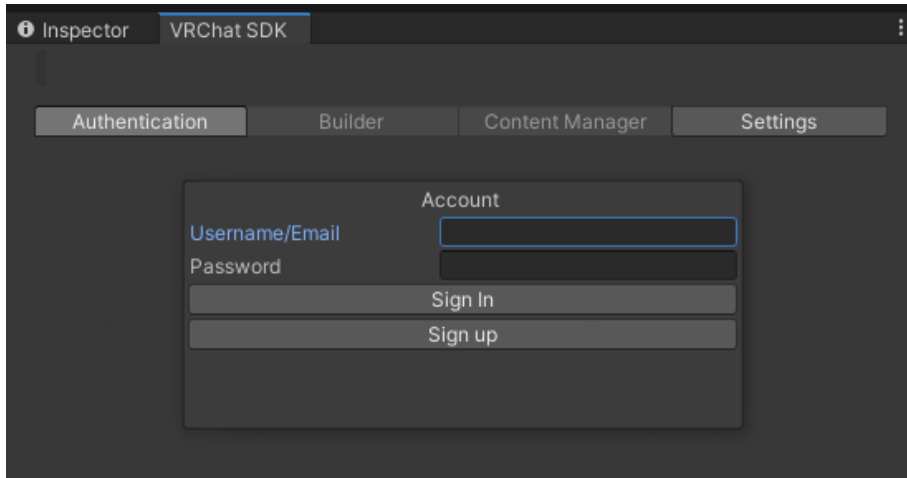


7.. Make modifications. Please see other How-To guides in this file.

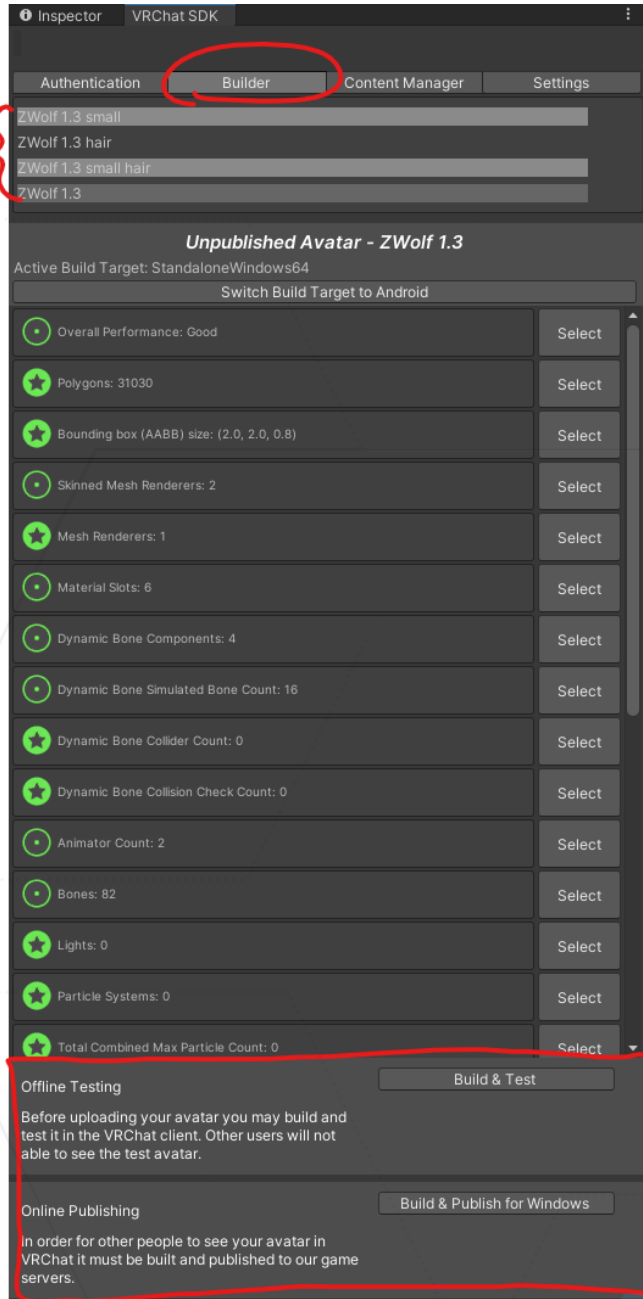
6. **Login to VRChat and Upload** (menu VRCHAT SDK>Show Control Panel)

- i 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



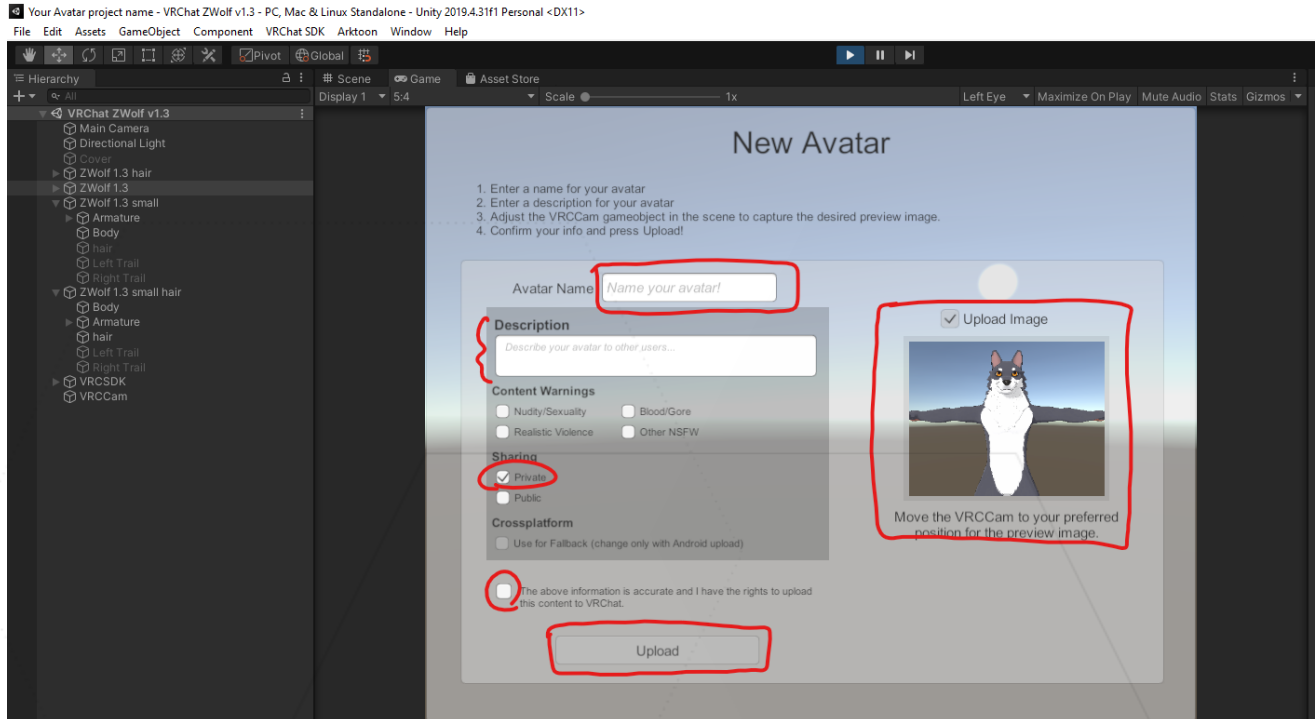


7. Go to Builder Tab, select the avatar to upload.




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.

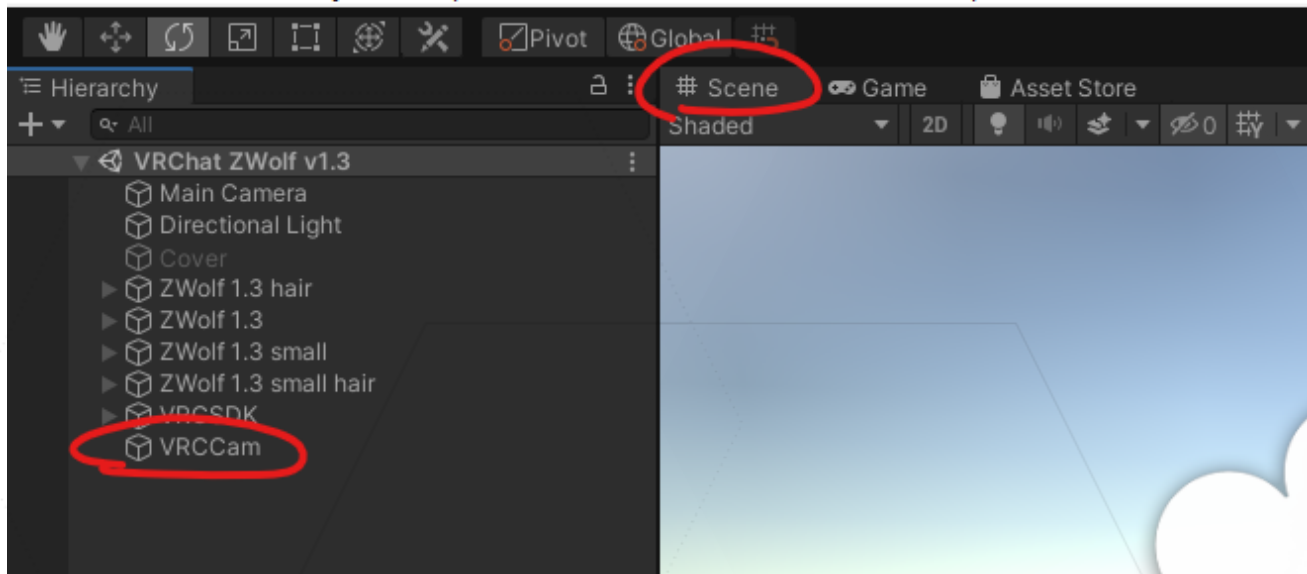


7. Change the Avatar Photo,

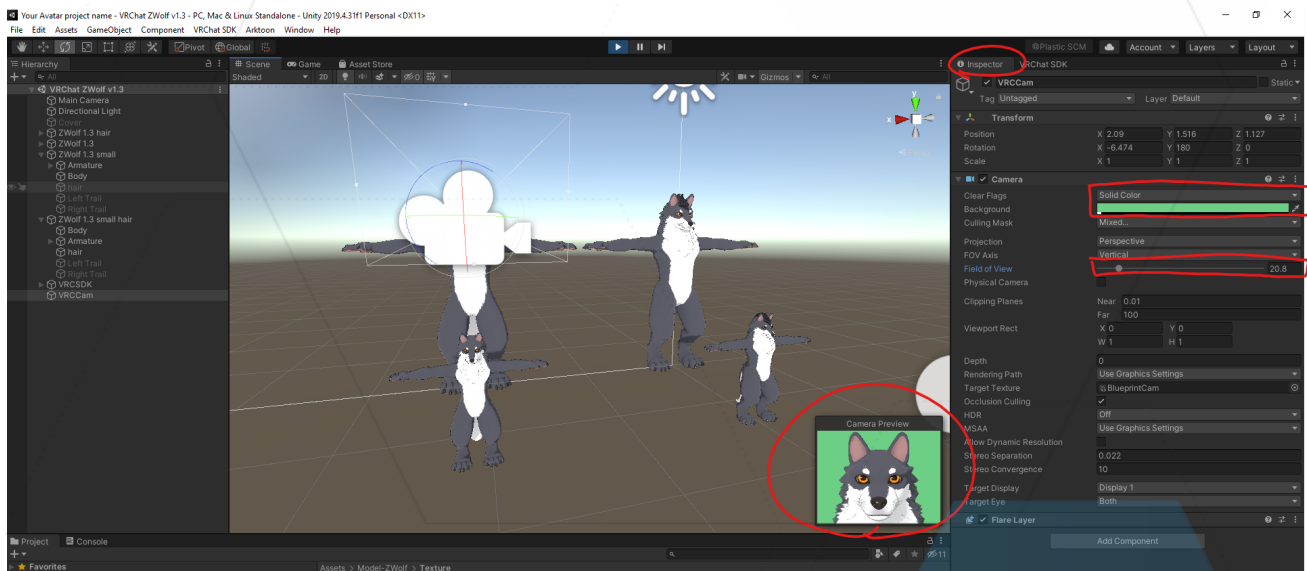
7.1 Click the scene tab, and then select VRCCam

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

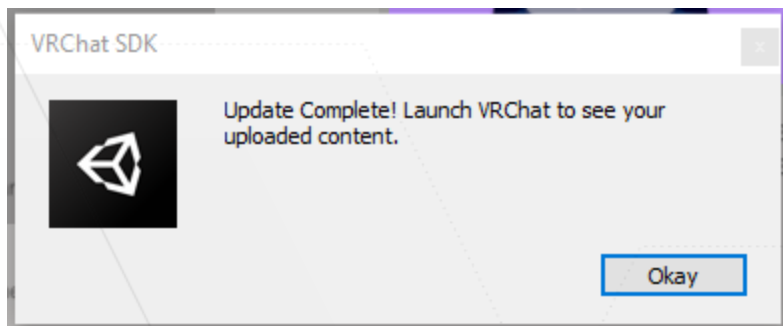
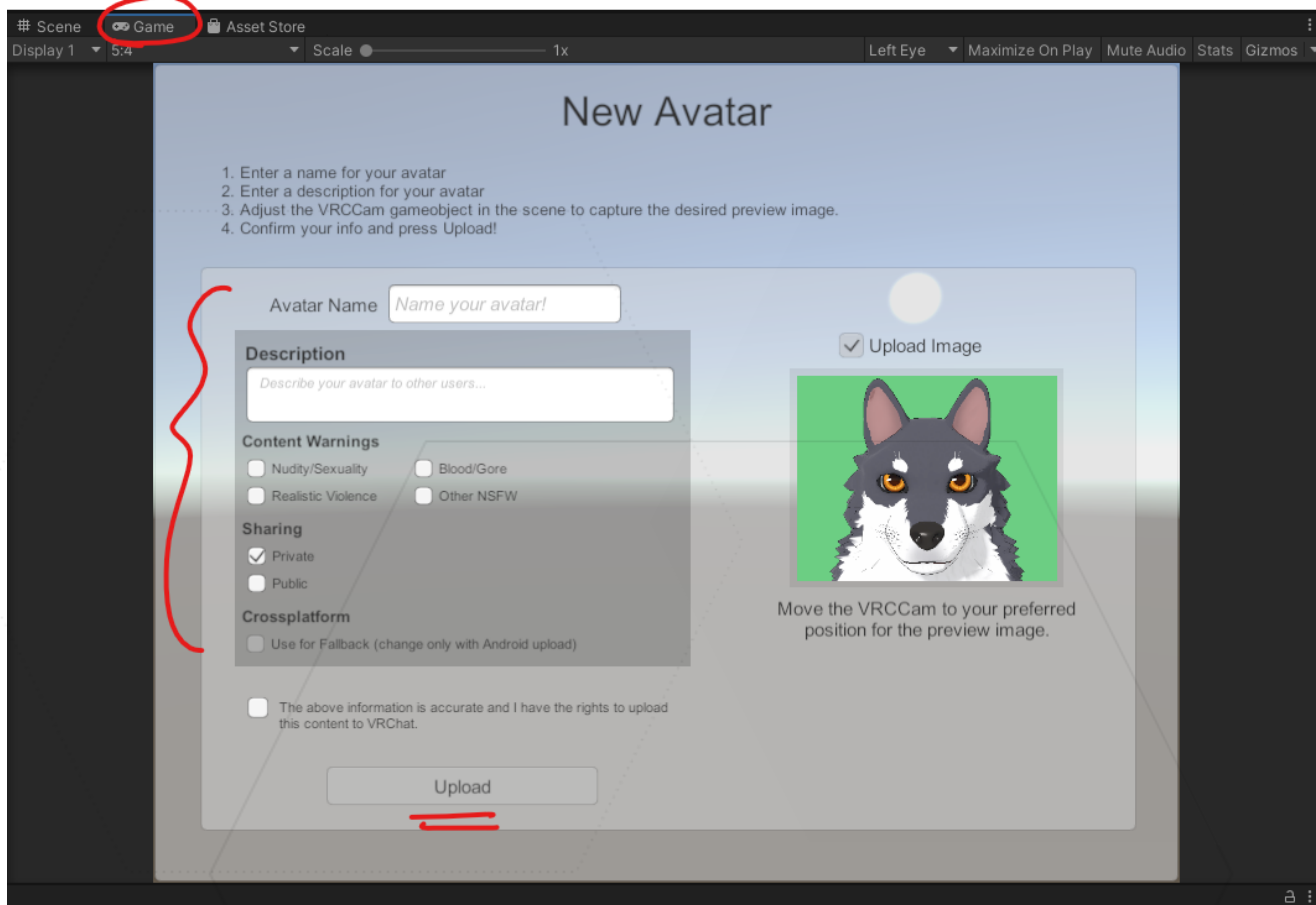
File Edit Assets GameObject Component VRChat SDK Arktoon Window Help



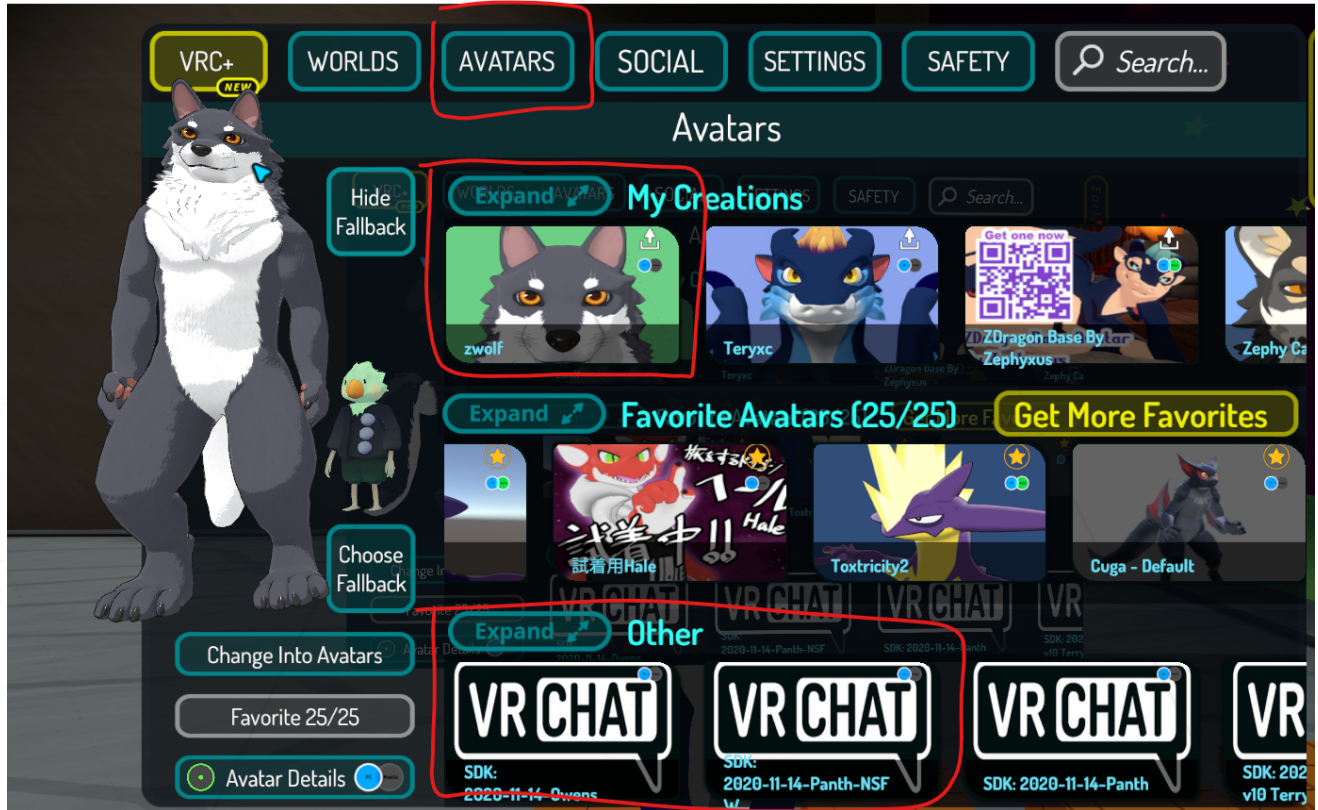
7.2 you can change the FOV of the camera as well as background of it by changing the *clear flag* to solid color



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



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

4. Wolf_eyes-mask

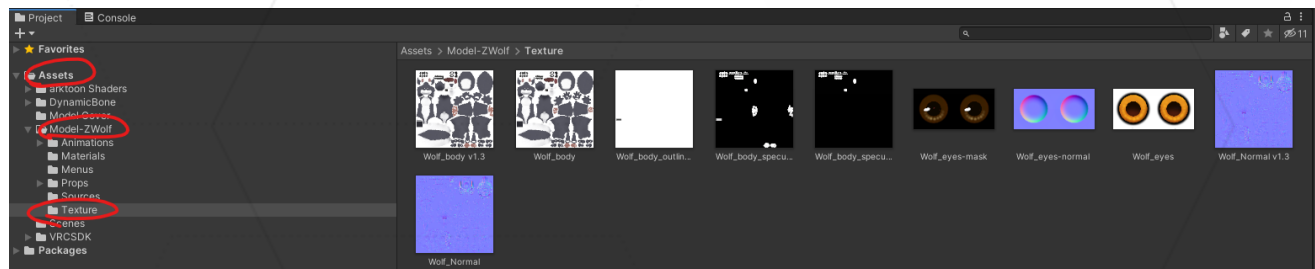
This image is used for masking where the area of the eye and what color is glowing in the dark.

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

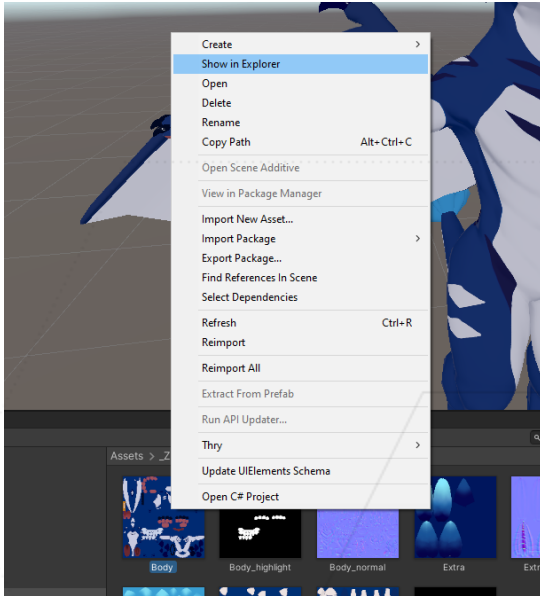


i There are photoshop files contains the design and wireframe with description corresponding to each texture file

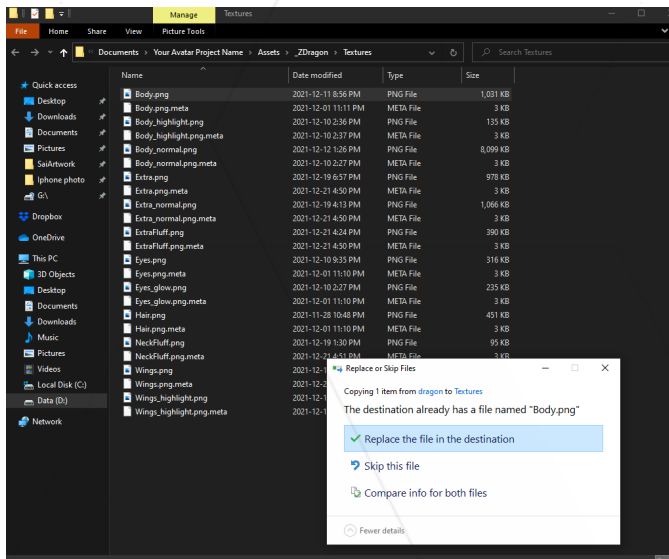
i When export to PNG file, please make sure to hide the wireframe and description layers before export

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

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



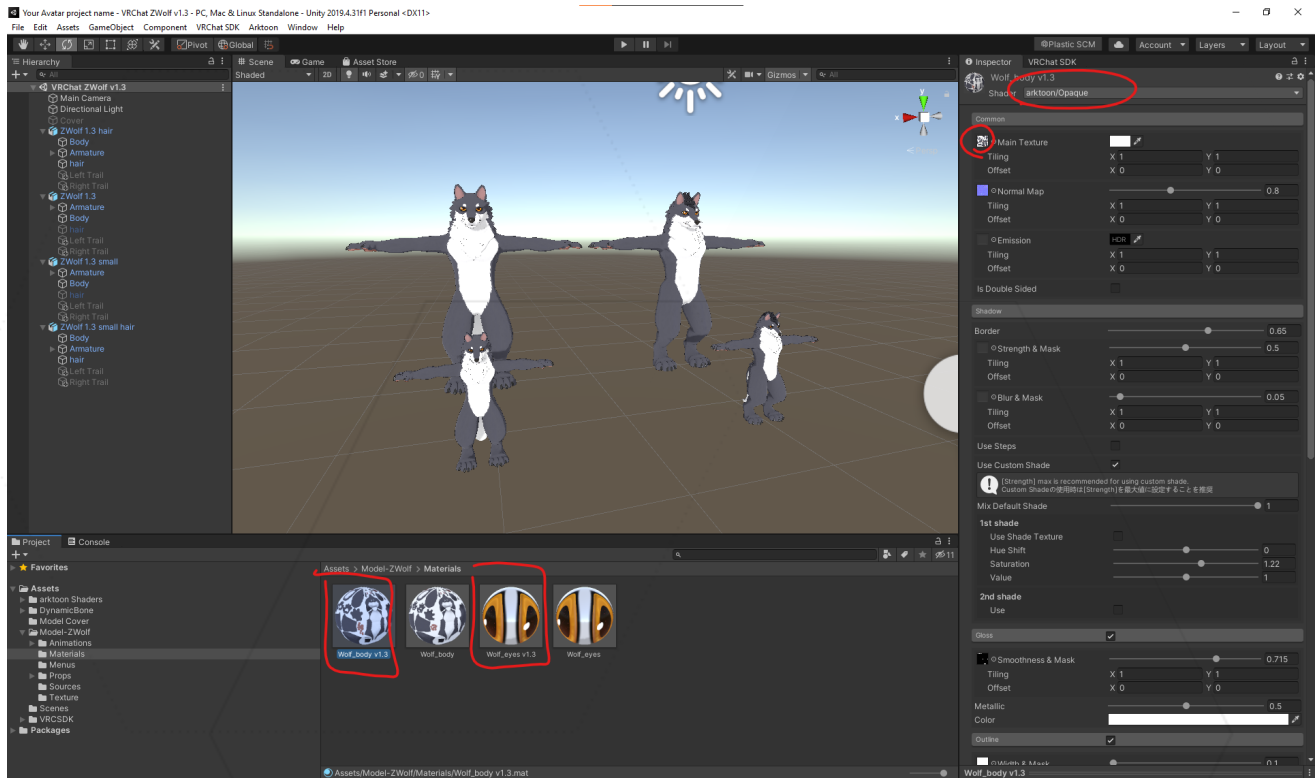
2. Replace that file in Window Explorer as per normal



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

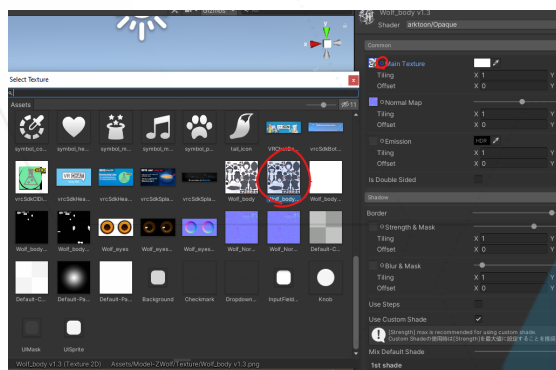
CUSTOMIZE MATERIALS (SHADER)

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  in between the thumbnail and the text to locate the file



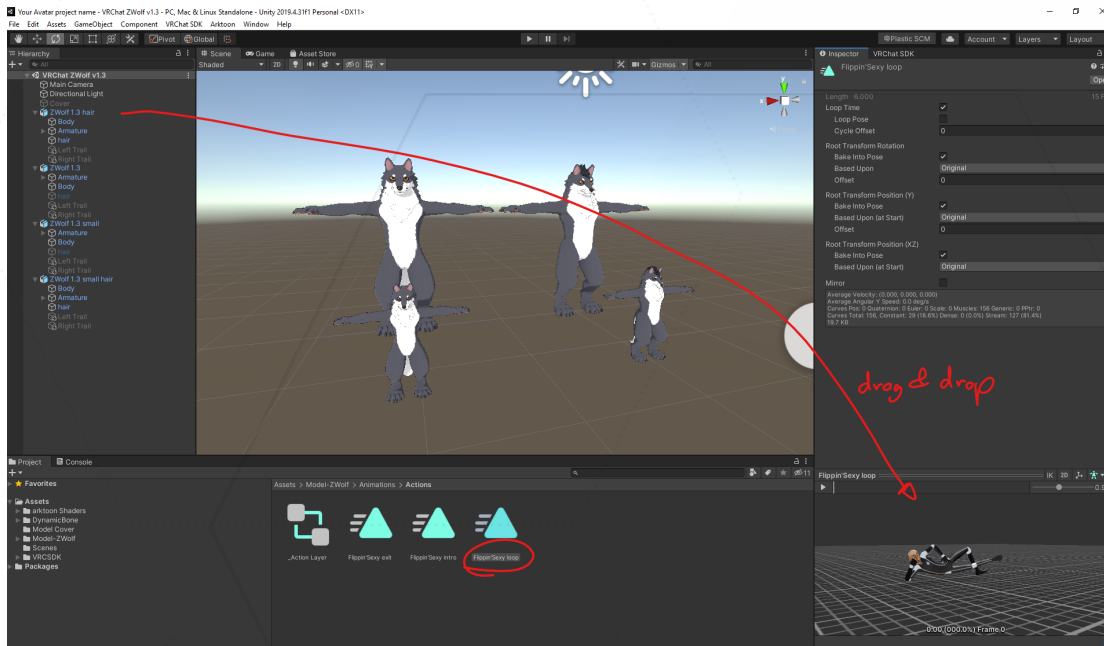
CUSTOMIZE CUSTOM EMOTE

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

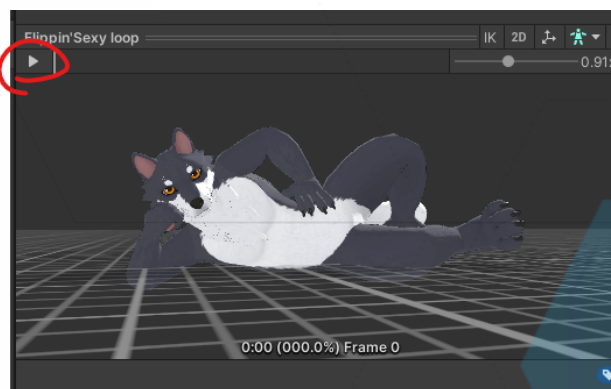
You can find a public custom animation in <https://vrcmods.com/search/>
**whisper* pssst the fortnite animation are very good in there, go search for it*

To Test out the animation file you have

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

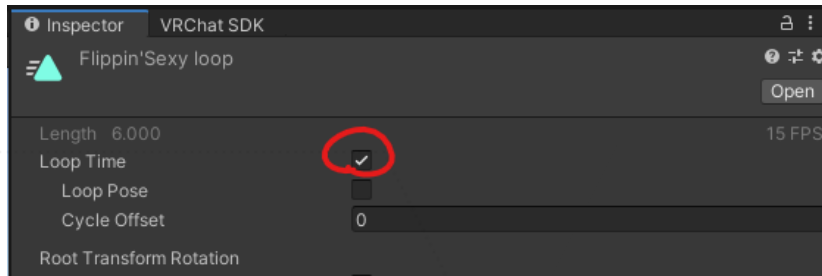


2. Click play to test out the animation



Important note:

If animation can be loop, you have to check *Loop Time* in the Inspector panel. Otherwise, it won't loop

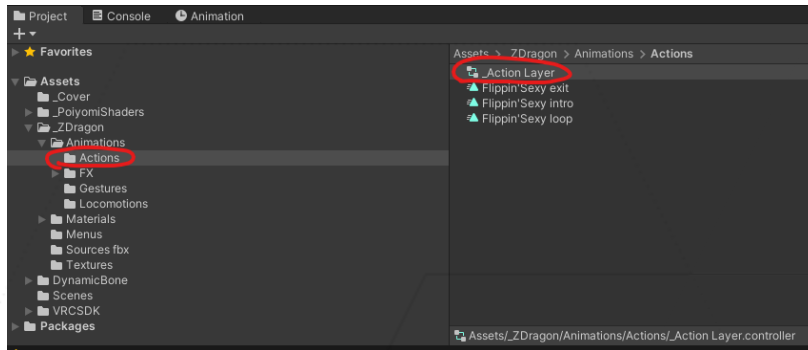


Add Custom Emotes into the VRChat Model

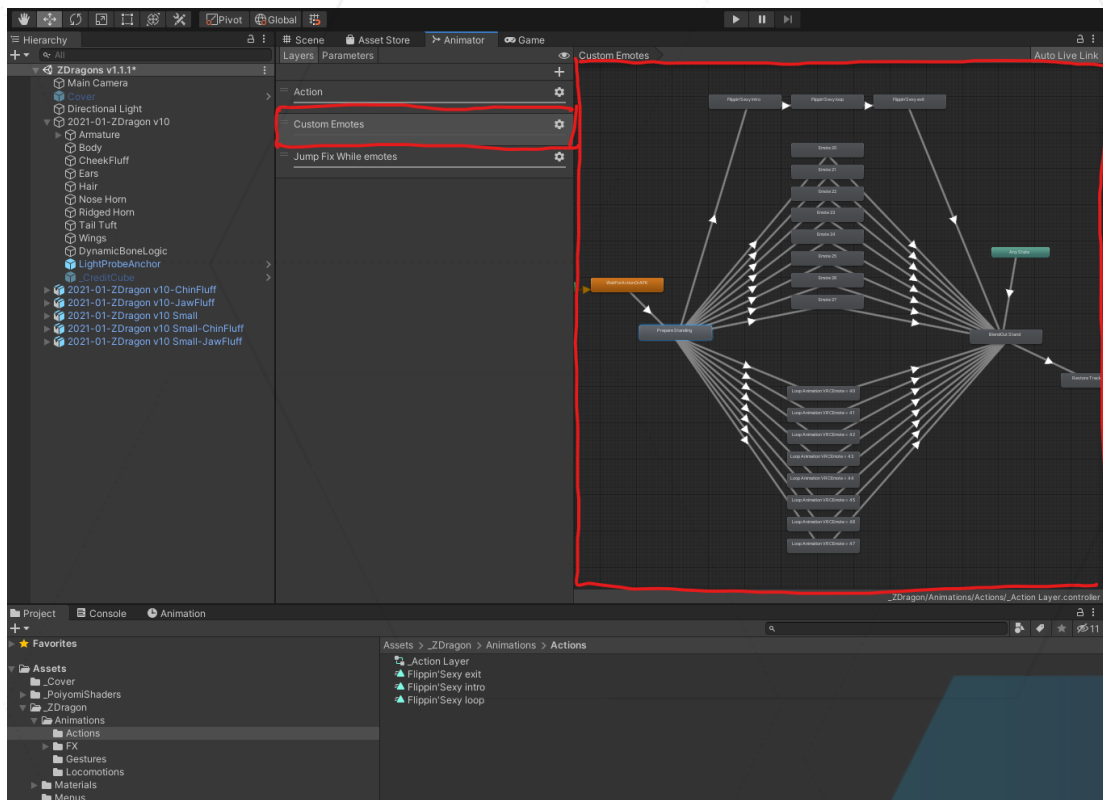
I've made 16 placeholders for emotes, (8 for looping animation, and 8 for non-loop animation)

Assume that you have the animation file (emote)

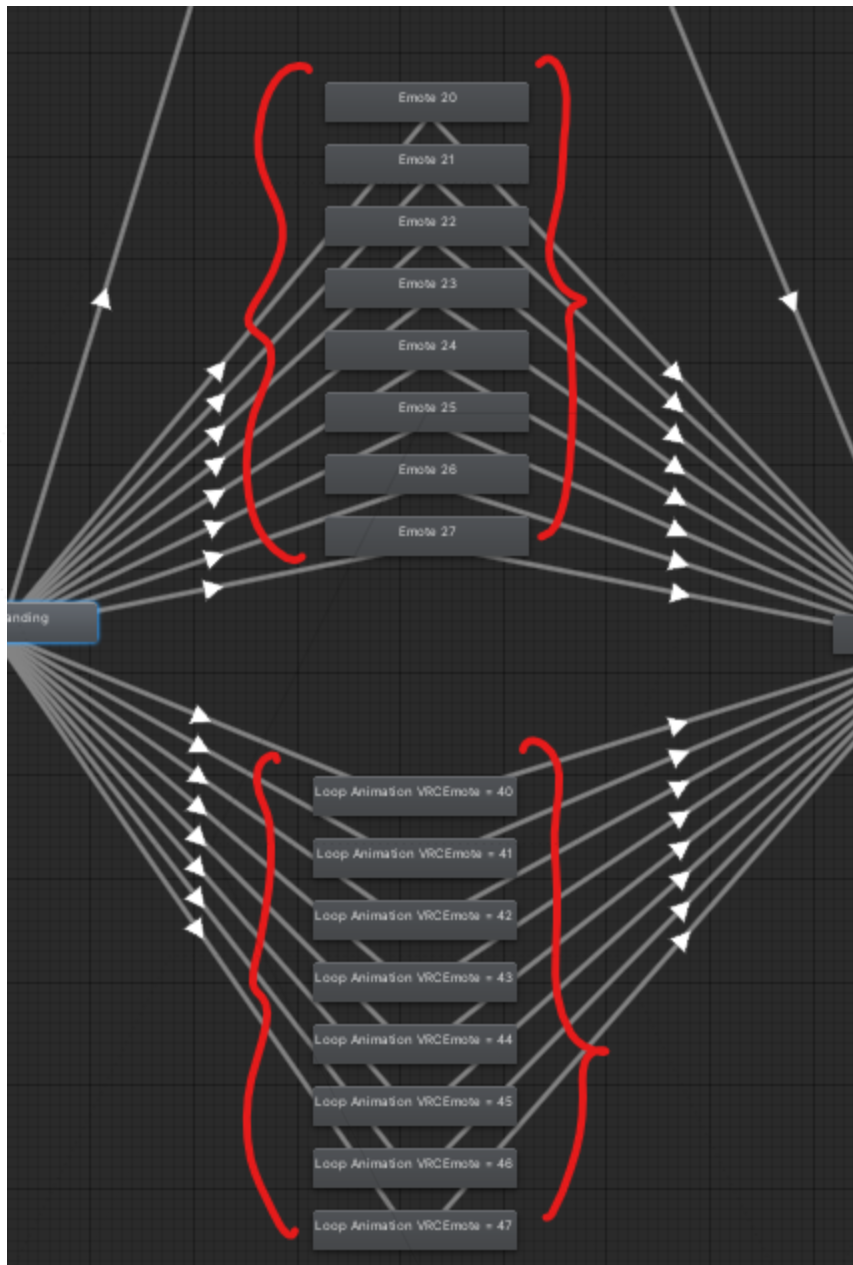
1. Locate the **Action Layer** in the Project, and **doubleclick** it



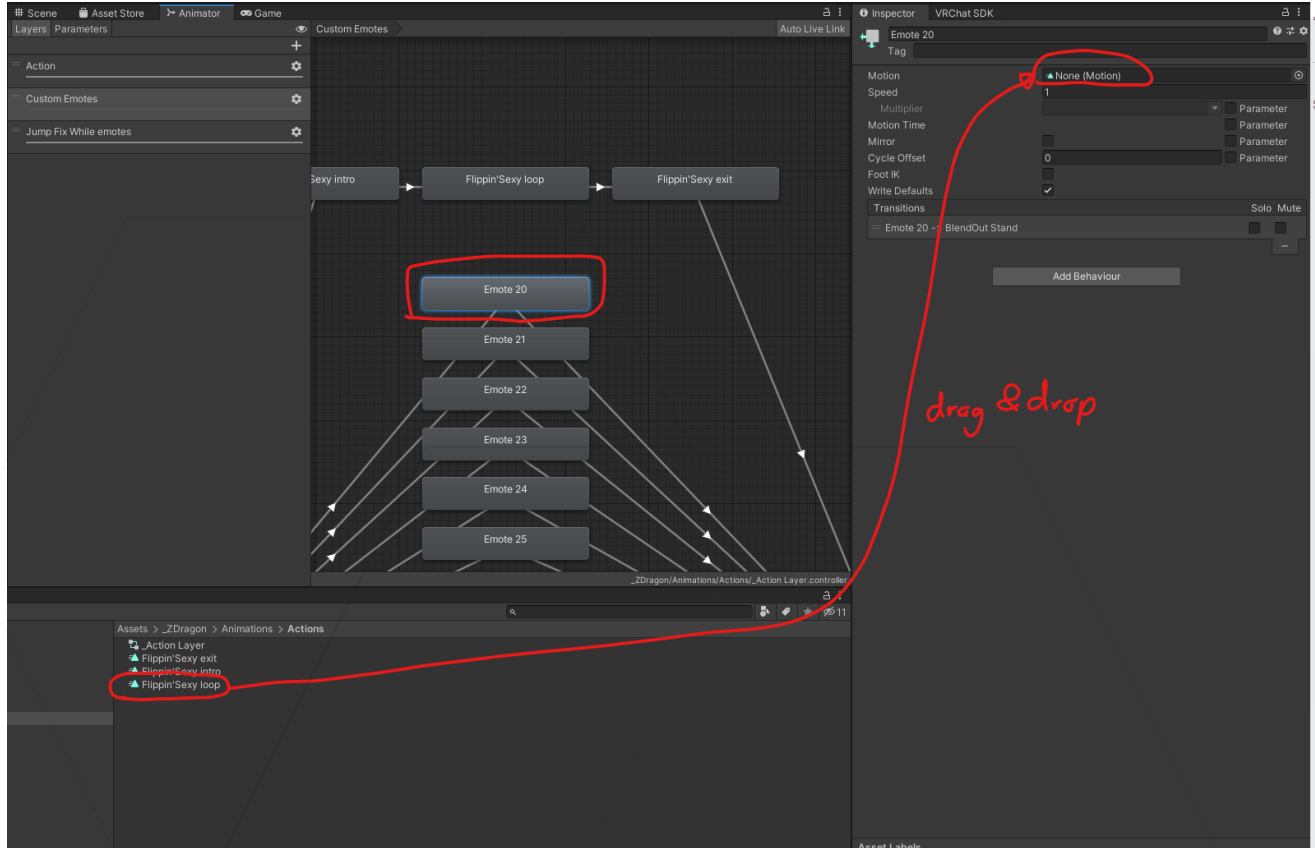
2. Click **Custom Emotes** animation layer to open up the Animation State Machine



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.

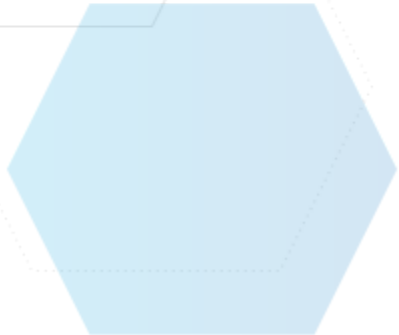


4. To add the emote into the slot, click the node, and drag and drop your animation into the inspector panel



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

i 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 <https://docs.vrchat.com/docs/controls> to know how to bring it up)

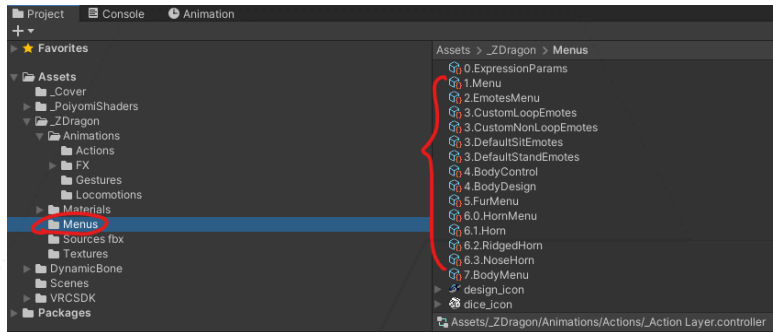


The next section will show you how to change the name of the menu inside the Action Menu

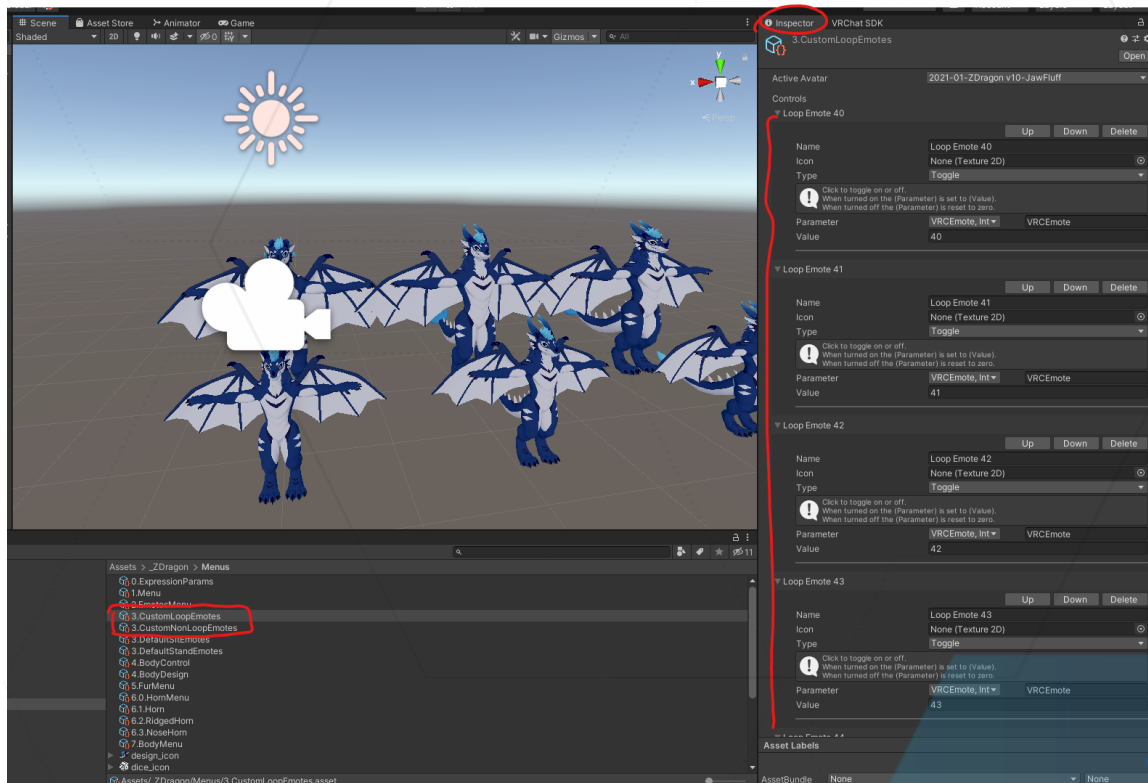
CUSTOMIZE ACTION MENU

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

1. The Custom Action Menu is located in Menu 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.



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MORE QUESTIONS

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





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<End of the Document>