Thank you so much for supporting me!

If you run into any issues getting these uploaded please feel free to reach out to me on discord, twitter, or through email.

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Twitter: @JuliaWinterPaw
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2 Upload Options:
- Option 1 - Add using VRCFury (Recommended as it will create menu toggles/icons for you)
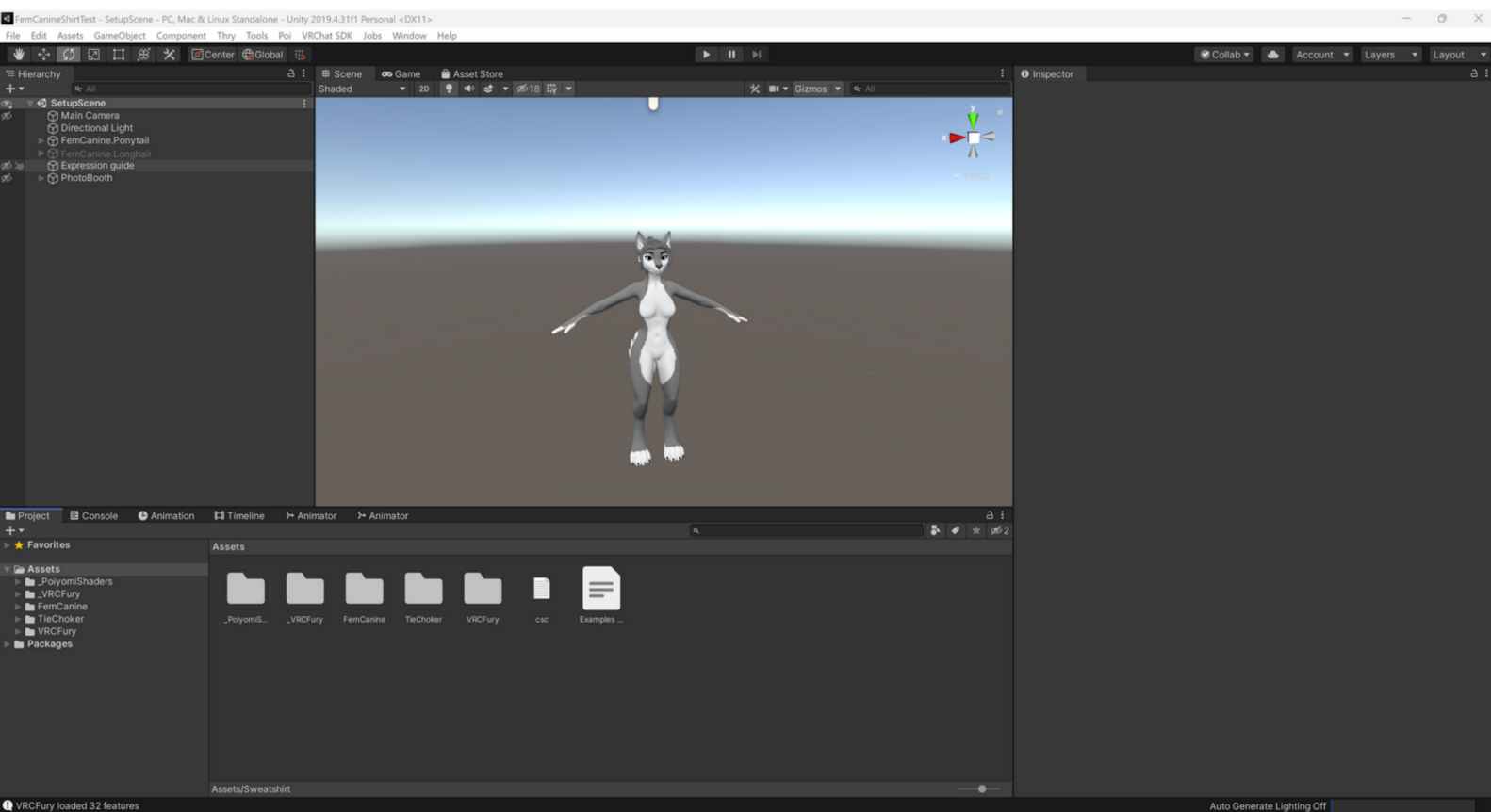
- Option 2 - Add manually

Option 1 - Add with VRCFury

Download:
- **Choker Unity Packages:** This is located in your library on Gumroad. You only have to download the ones you want to add
- **Poiyomi Toon Shader** (_only if you don't already have it in your project!_):
  https://github.com/poiyomi/PoiyomiToonShader/releases
  - If you're using one of my avatars you probably already have this in your project
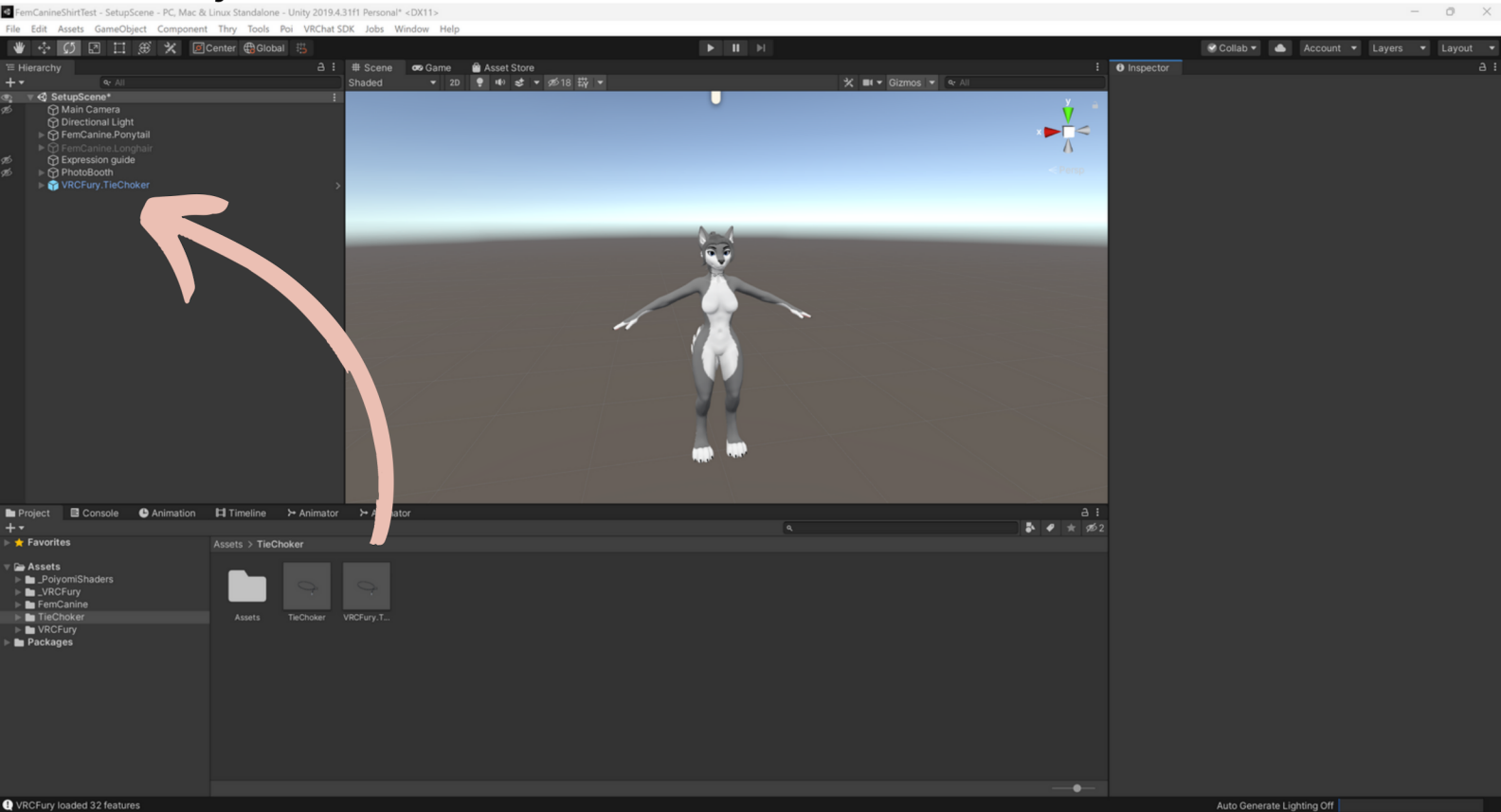- **VRCFury:** https://gitlab.com/VRCFury/VRCFury/-/releases

Step 1:
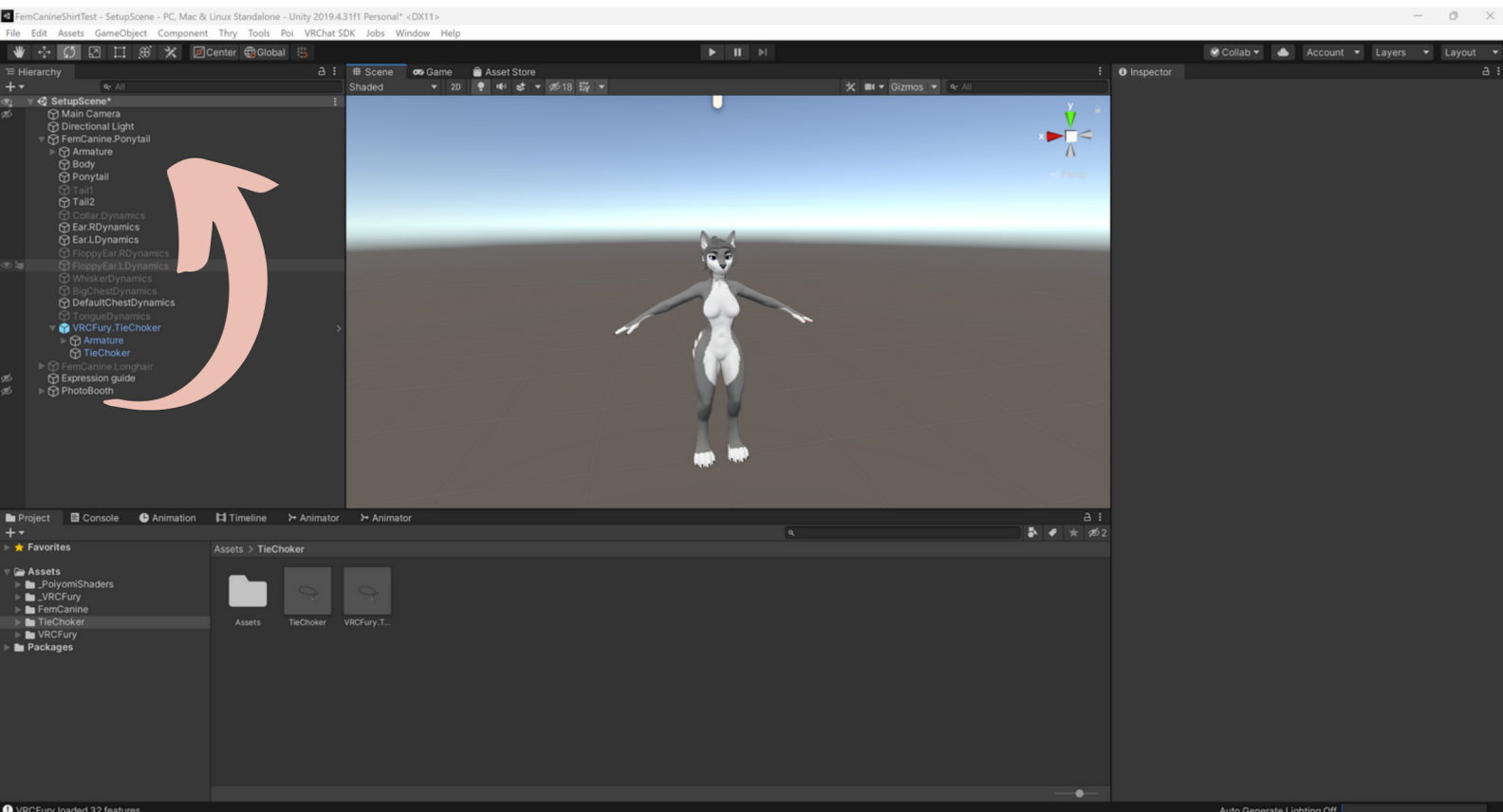Import all of the packages you downloaded into your project

Step 2:
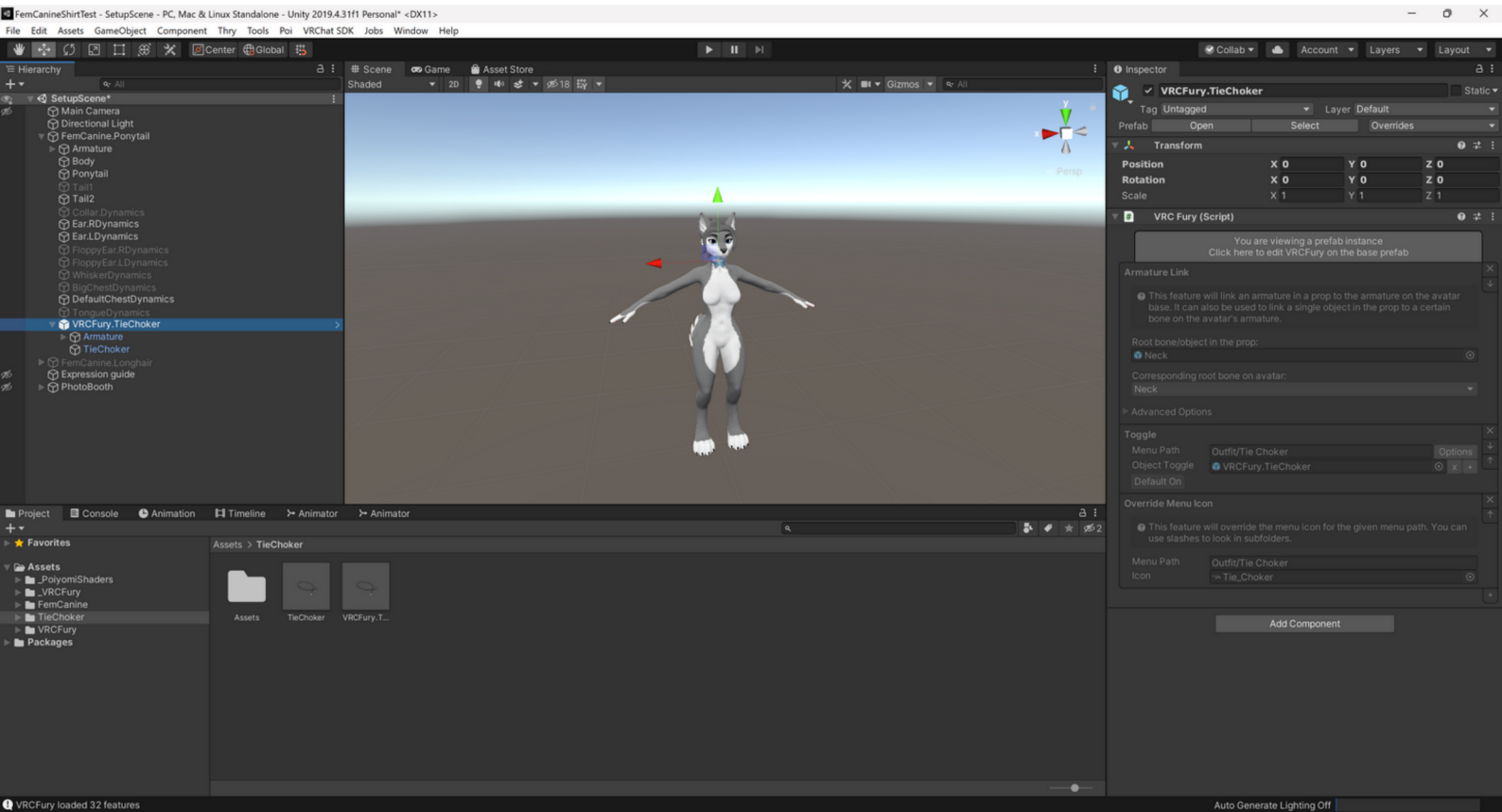Open up the folder for the choker you want and drag the VRCFury prefab into the Hierarchy

Step 3:
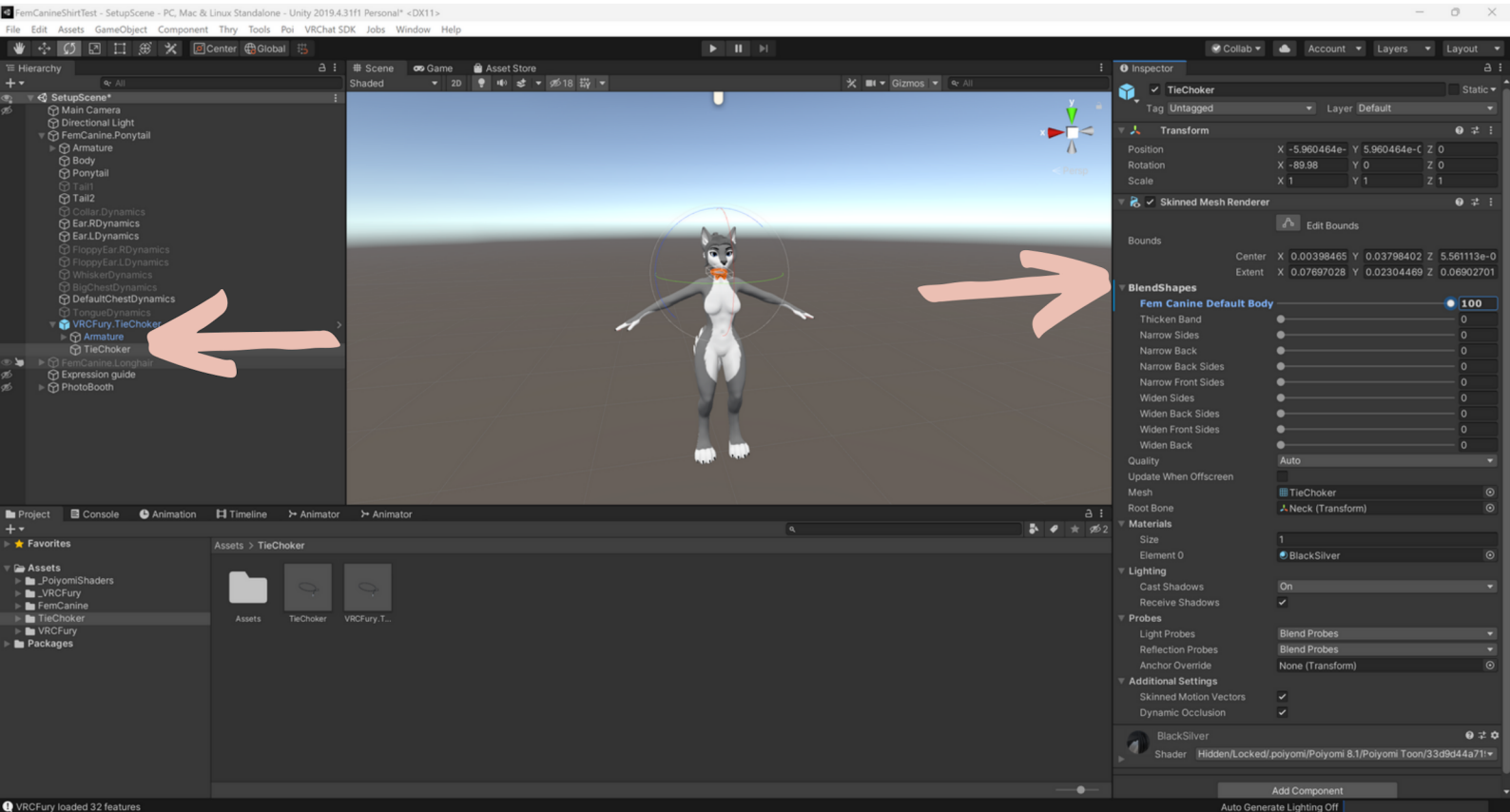Drag the prefab onto your avatar in the Hierarchy

Step 4:
Select the prefab and move it into position on your avatar using the gizmo

Step 5:
Select the mesh and adjust the blendshapes on the right to fit your avatar

DONE ^^

Option 2 - Add it manually

Download:
- **Choker Unity Packages:** This is located in your library on Gumroad. You only have to download the ones you want to add
- **Poiyomi Toon Shader** (_only if you don't already have it in your project!_):
  https://github.com/poiyomi/PoiyomiToonShader/releases
  - If you're using one of my avatars you probably already have this in your project
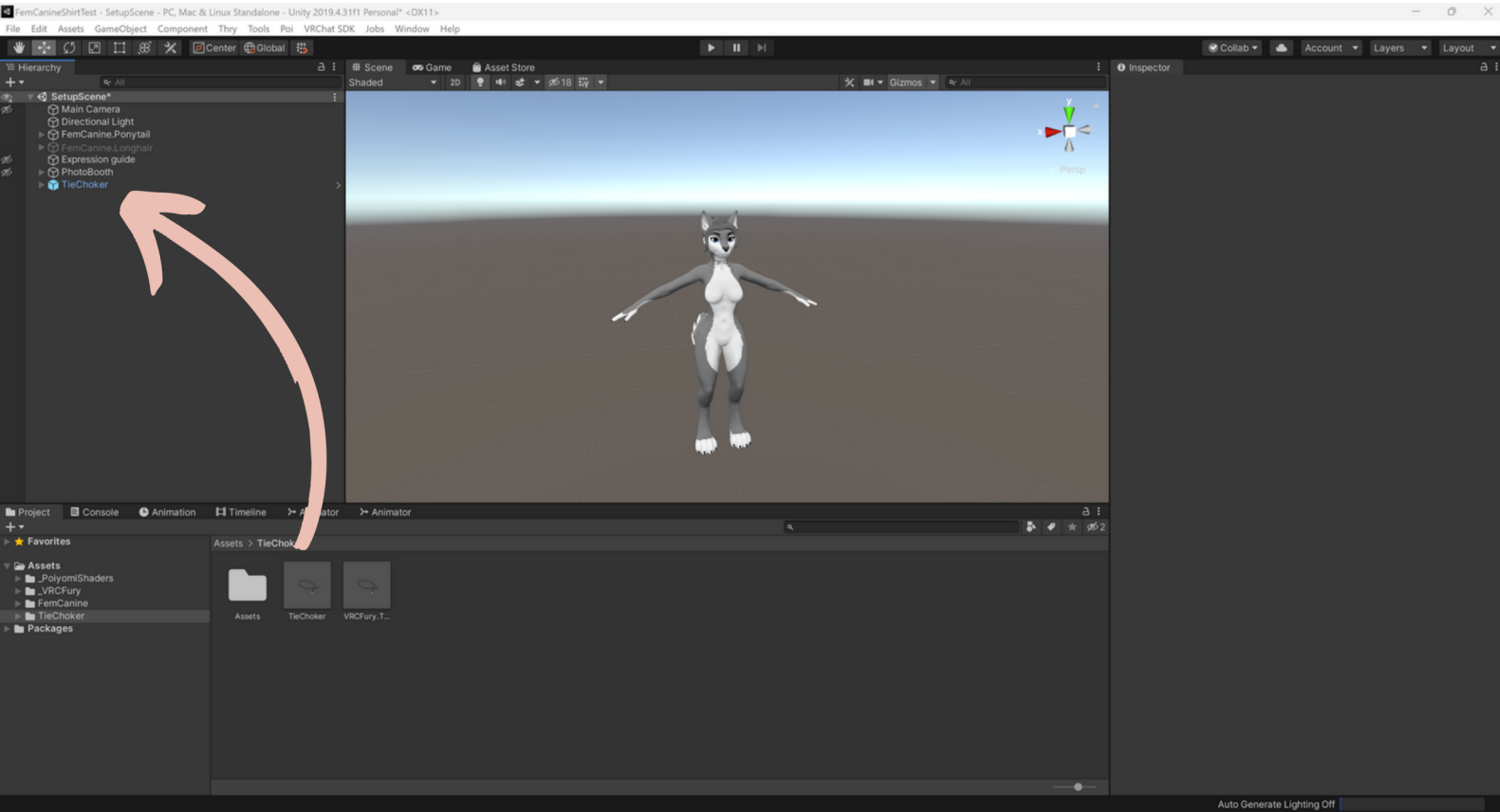
Step 1:
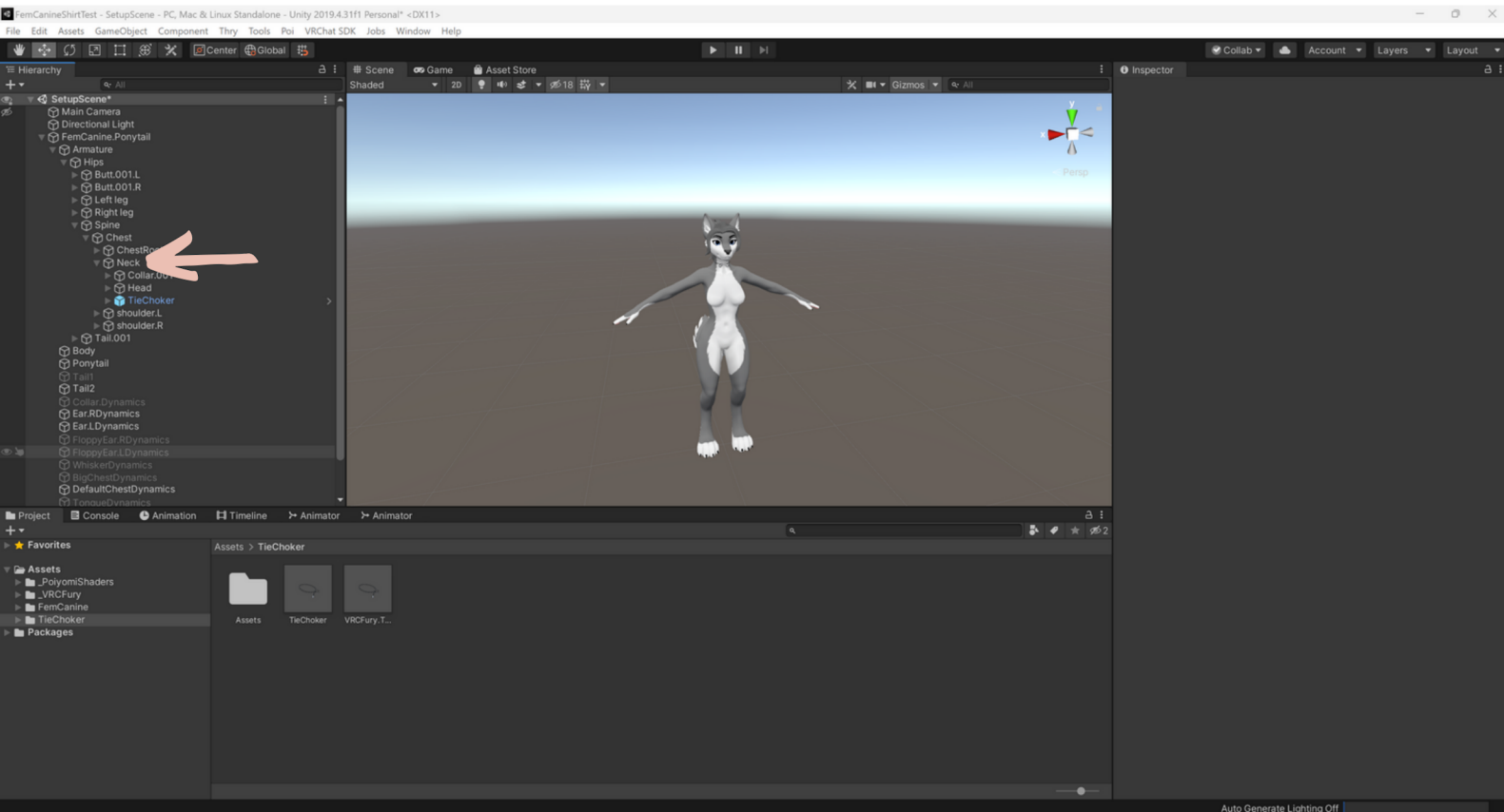Import all of the packages you downloaded into your project

Step 2:

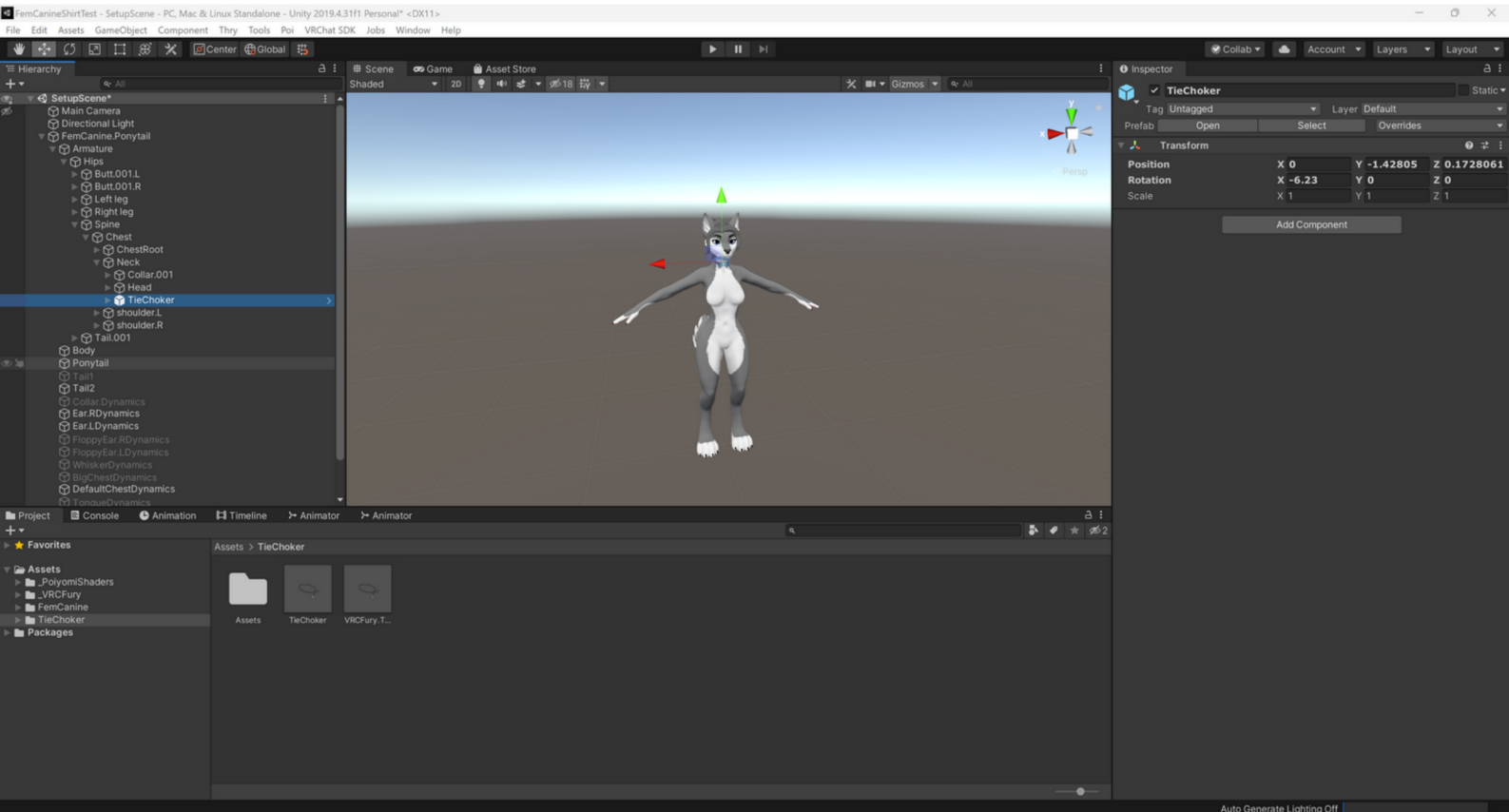Open up the folder for the choker you want and drag the non-VRCFury prefab into the Hierarchy

Step 3:

Drop down your avatar's Armature until you find the Neck bone and drag the prefab onto it
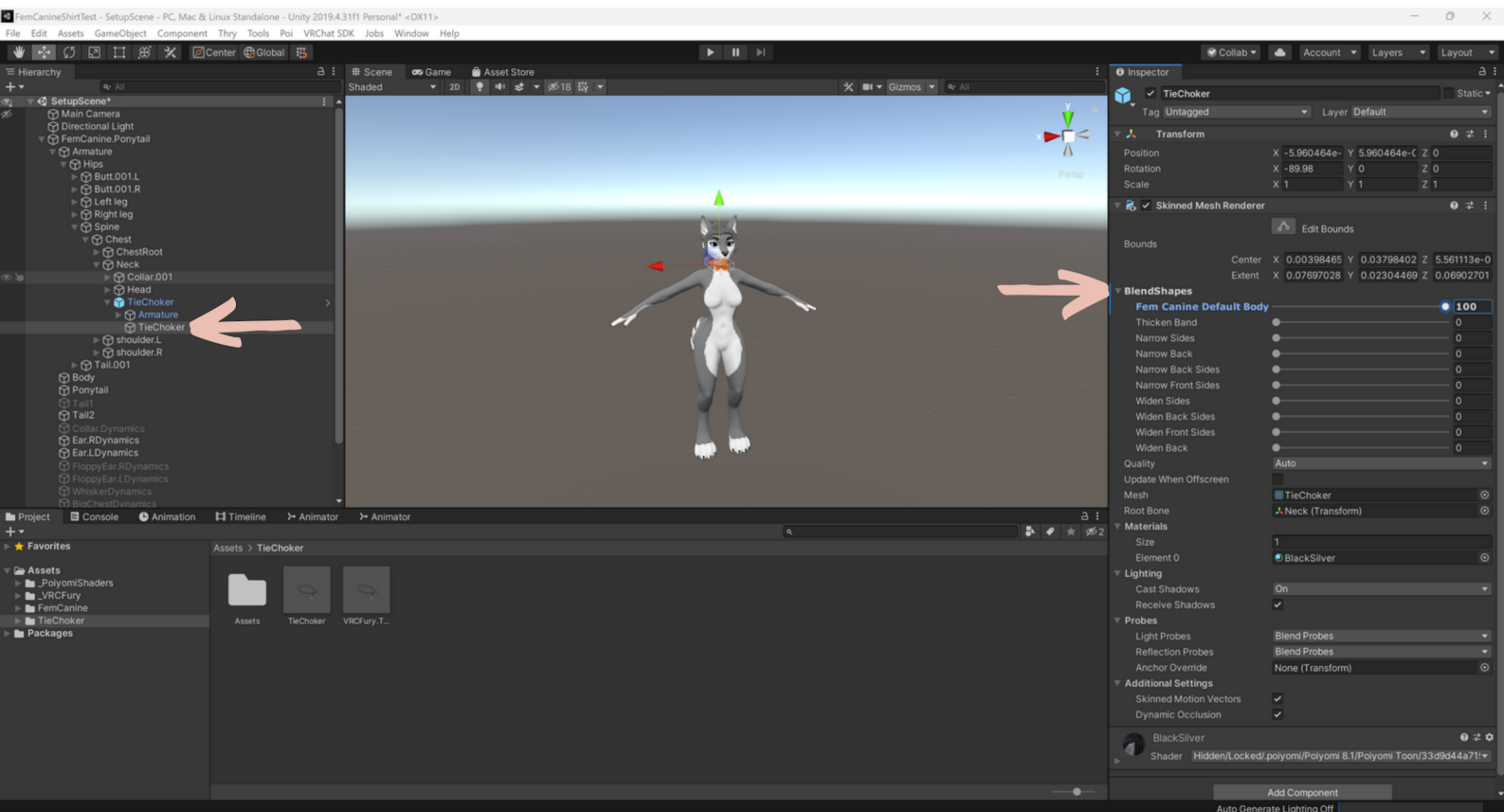
Step 4:
Select the prefab and move it into position on your avatar using the gizmo

Step 5:
Select the mesh and adjust the blendshapes on the right to fit your avatar

DONE ^^