

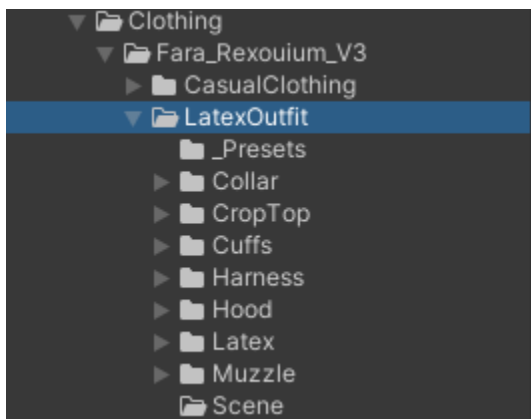
Fara Latex Set

Requirements

- [Latest Poyomi 8.1](#)
- [Latest VRC Fury](#)
- [Fara Rexouium 3.0 or greater](#)

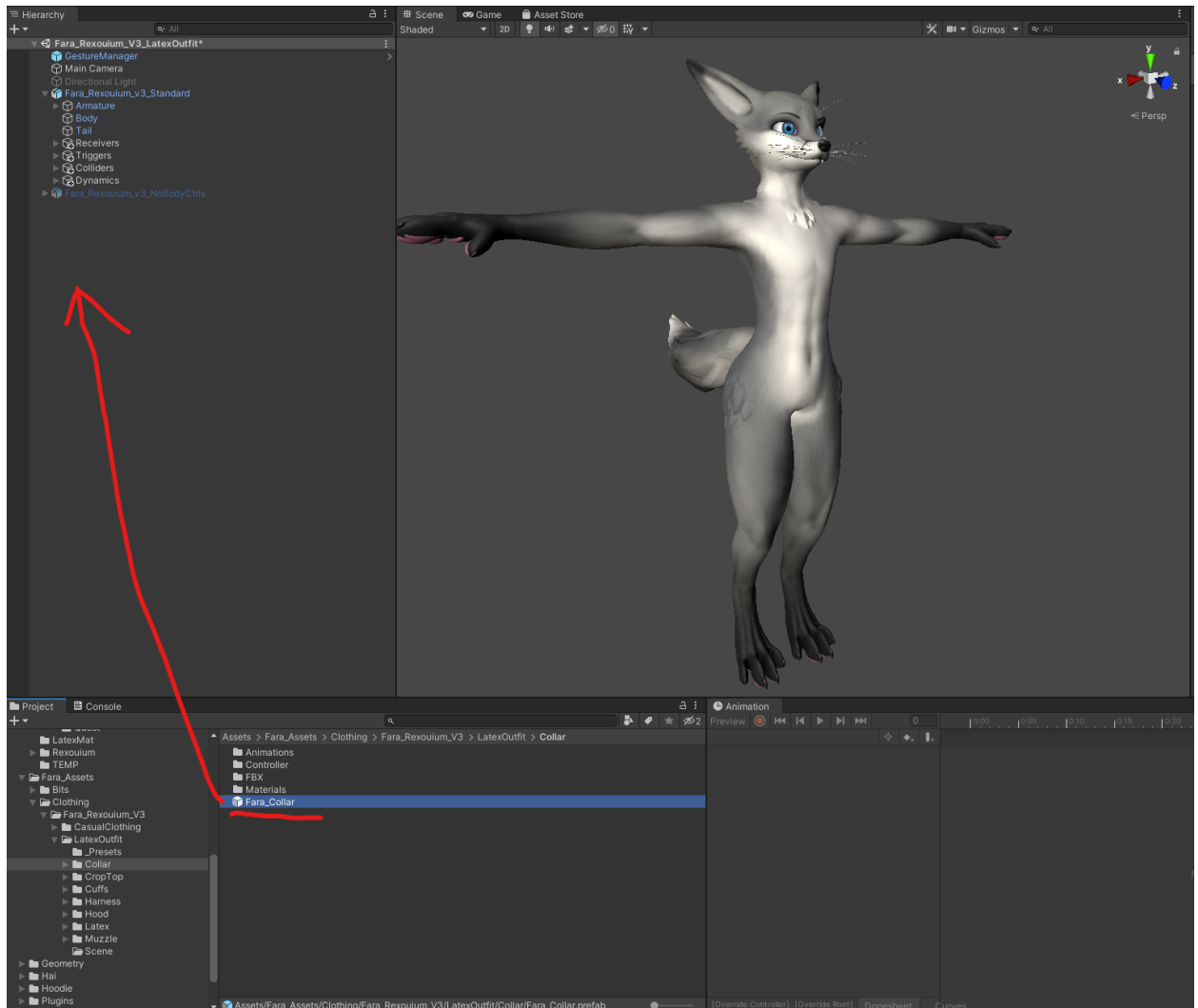
Installation

1. Make sure you have all the prerequisite requirements installed
2. Drag the Unity package into your project

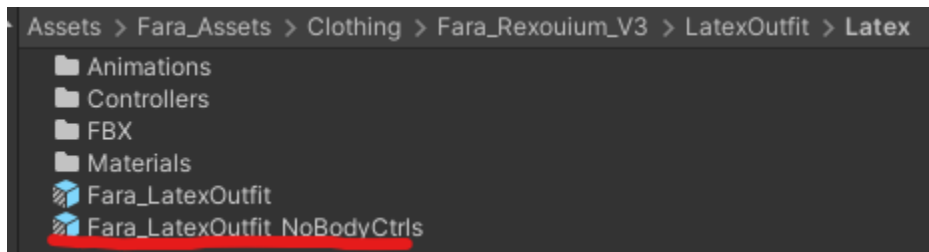


You will find all the files under **Fara_Assets/Clothing/LatexOutfit**

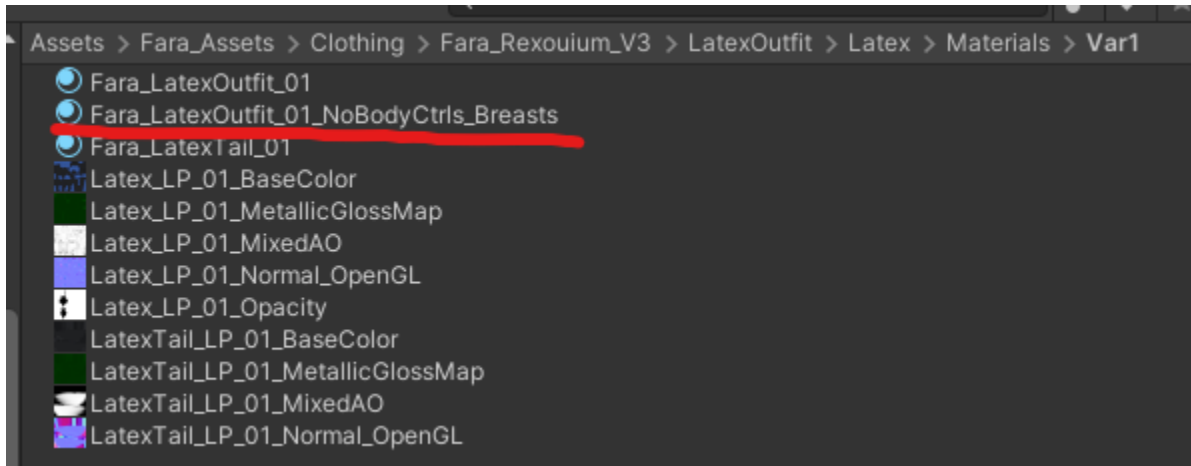
3. Drag and drop any of the prefabs into your scene



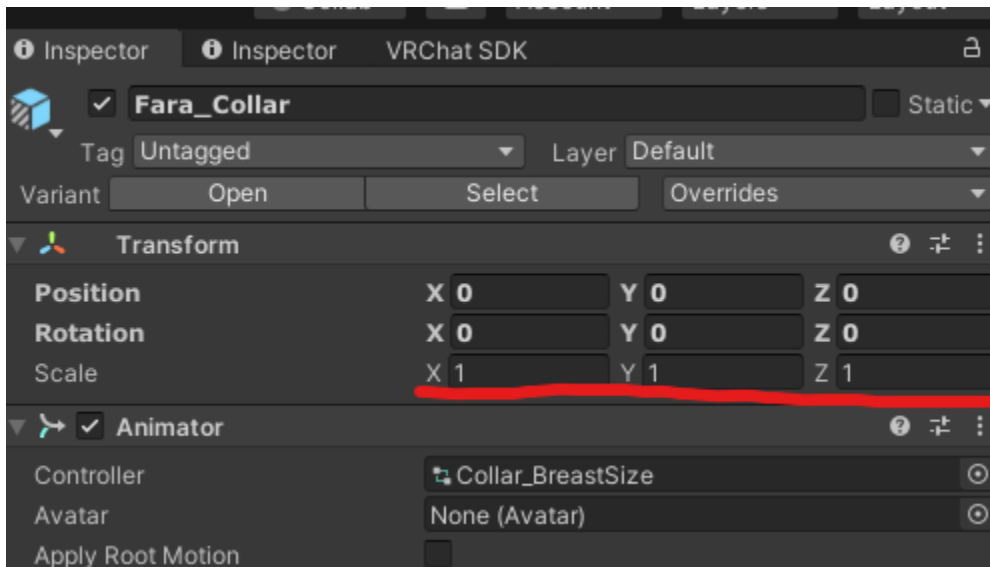
4. If you are using the Latex Suit AND you do not have the body controls from the standard Fara Rex controller, be sure to use the NoBodyCtrls Prefab



Also if you have no body controls AND you have breast blendshapes on your avatar, switch the material to the NoBodyCtrls_Breasts variant



5. Make sure you scale the prefab to your avatar's scale BEFORE you drag it onto your avatar



6. Drag the prefab in the scene onto your avatar



7. If you are using multiple prefabs from the Latex Set make sure that the Crop Top prefab is at the **bottom** of the prefab stack



FAQ

I can't see the assets in my unity scene

If you want to see the asset in the scene, you'll have to go to the material and turn OFF the Poiyomi UV Discard function



It is important to turn this back ON before upload!

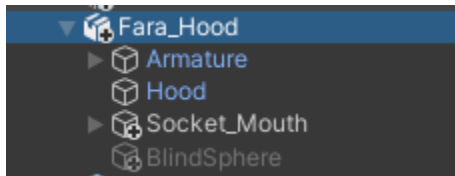
How do I switch material variants?

Each piece comes with 3 texture variants (except for the Crop Top). you can find these texture variants in the respective Var folders under Materials



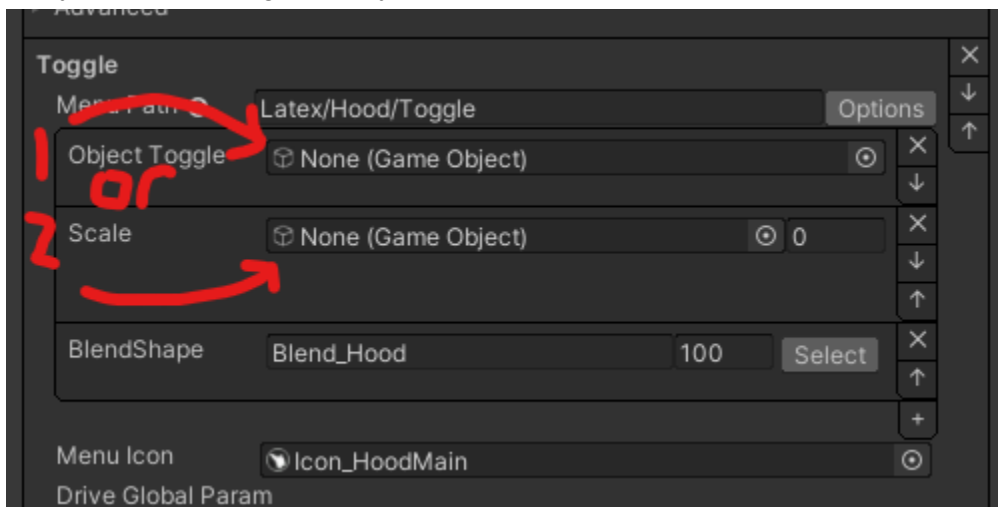
I want the hood to turn off my avatar's hair

If you want the hood to turn off your avatar's hair, unpack the prefab



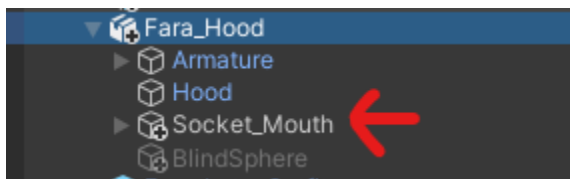
In the VRC Fury component, scroll down till you find the Latex Hood Toggle. Inside that toggle you'll find both an Object toggle and a Scale

1. If your hair is a separate object, use the Object toggle
2. If your hair is merged with your avatar, set the hair root bone as the Scale target



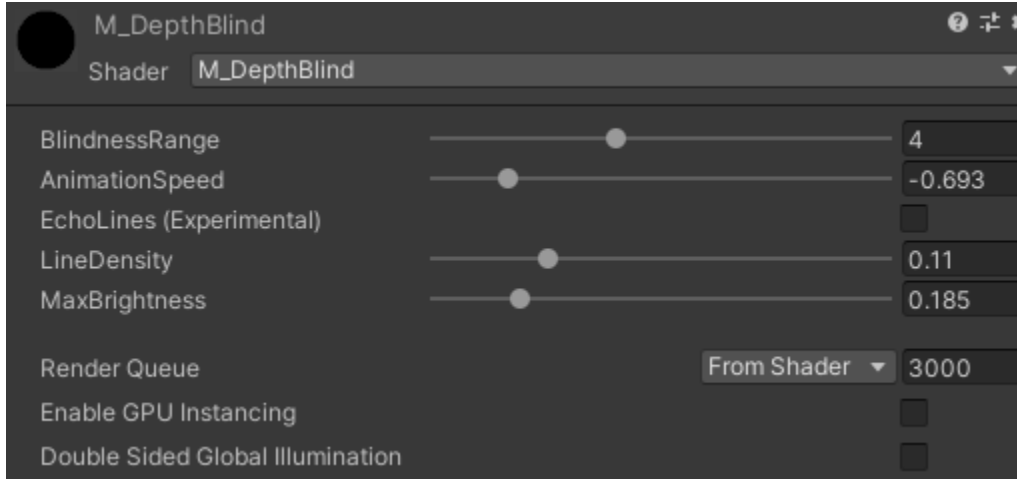
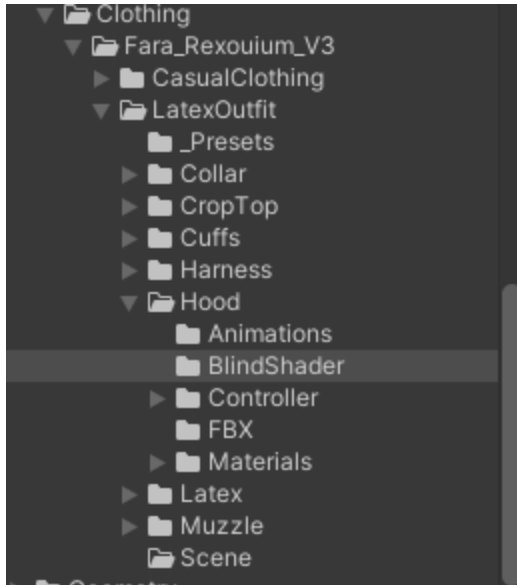
I don't want/need SPS on the hood

Simply unpack the hood prefab and remove the Socket



The blind effect is too strong, not strong enough etc..

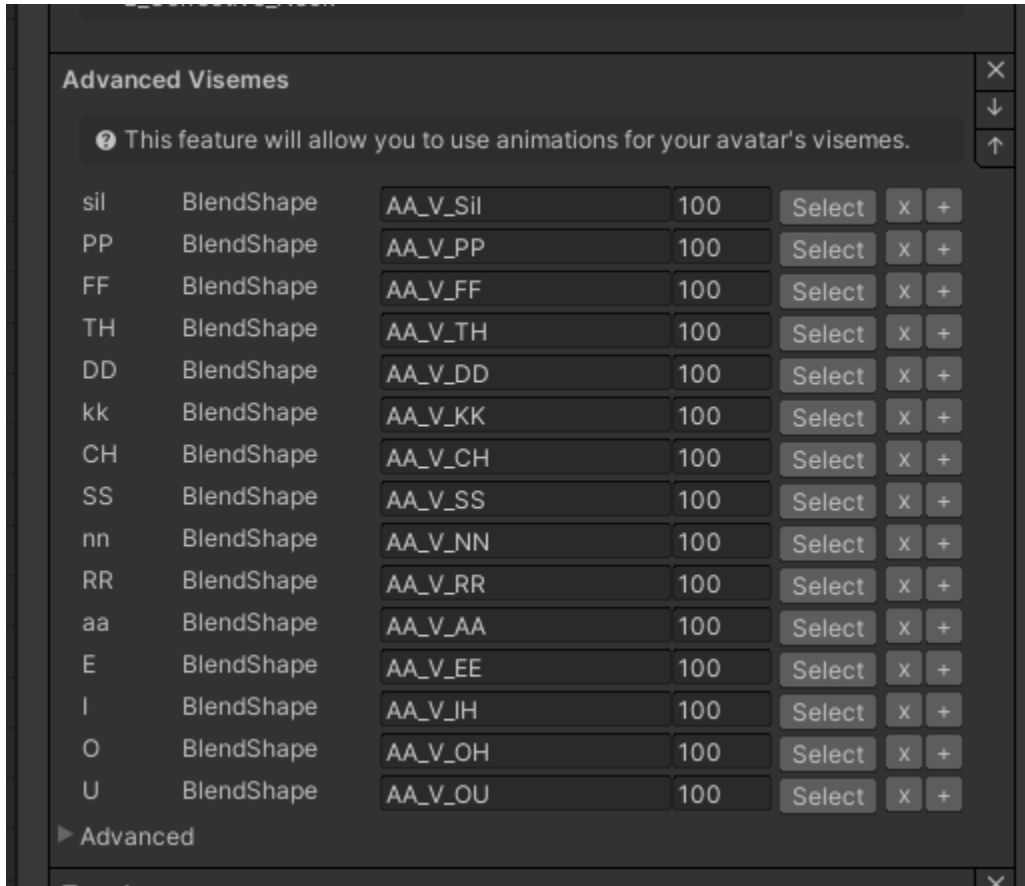
If you want to modify the blind effect, you can find the shader/material under Hood or Muzzle BlindShader folder



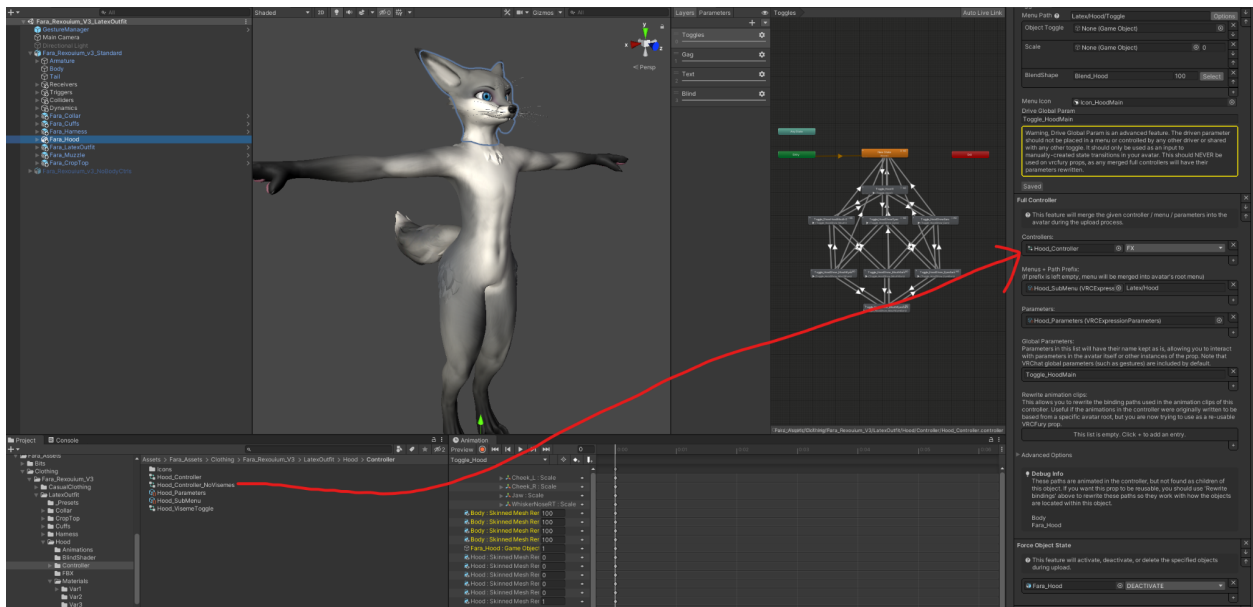
My visemes are robotic on my avatar, what's going on?

This is because I'm using VRC Fury to allow the Hood to use the avatar's visemes as animation states. This has the consequence of causing the smoothed out visemes to look a bit more robotic.

If you want to remove the viseme feature from the Hood, find the **Advanced Visemes** component on the prefab and remove it

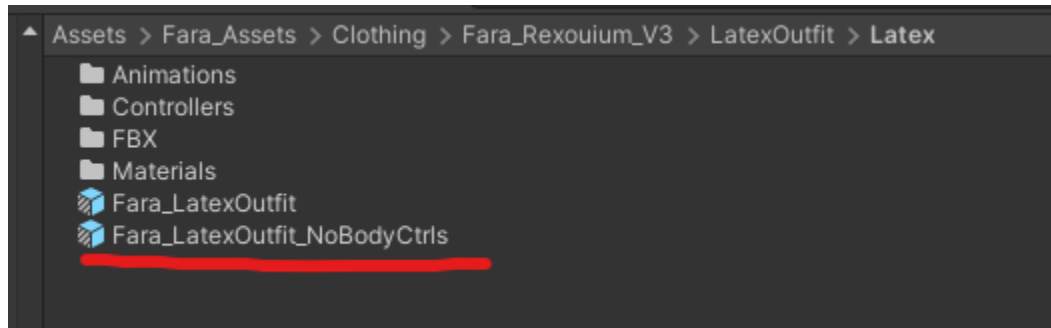


This will cause your viseme animations to clip through the hood. You can fix this by replacing the FX controller in the VRC Fury component with the NoVisemes version



I'm using a NoBodyCtrl version of the avatar, the latex suit isn't adhering to the breast blendshapes

Make sure you're using the NoBodyCtrl variant of the Latex Suit prefab



I'm using NoBodyCtrl prefab with an avatar that uses breasts and the breasts are shaded weird with the Latex Suit

If you are using NoBodyCtrl AND your avatar has breasts, make sure to switch the latex suit to also use the NoBodyCtrl materials

