

Wolke's Guide for adding “Meat” to avatars

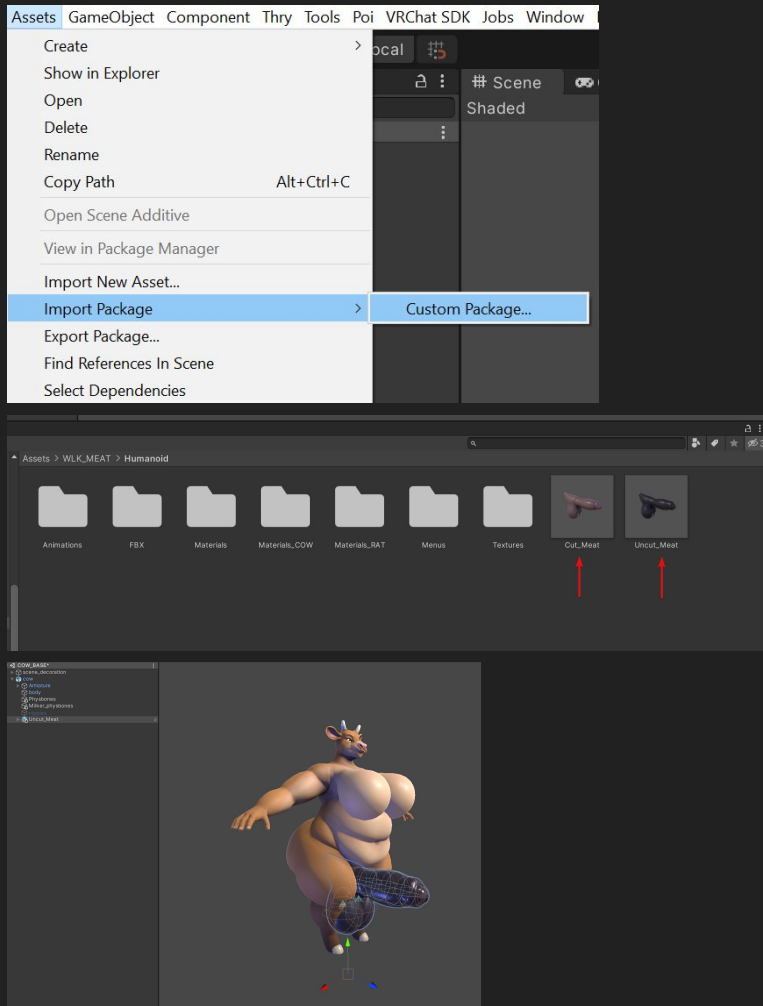
Step 1 - Setup VRCFury

1. Download and setup VRCFury following the instructions here <https://vrcfury.com/download>

Step 2 - Importing

1. With the VRCFury set up, import your selected MEAT package
2. Drag and drop the prefab you want on your avatar
3. Position and rescale your meat prefab to how you like it!

That's it. The meats animations, parameters and controls should be automatically applied to your avatar when you upload the avatar!



Extra Step - Recolour

1. If you're using one of my avatars, you can download an extra unity package that contains materials to match the avatar skins.
2. Drag and drop the material you want onto the meat mesh and it should apply automatically.



Congratulations!

You made it.

And thank you for supporting me!

Message me if you have any issues

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