

# Spectrum Customization Guide

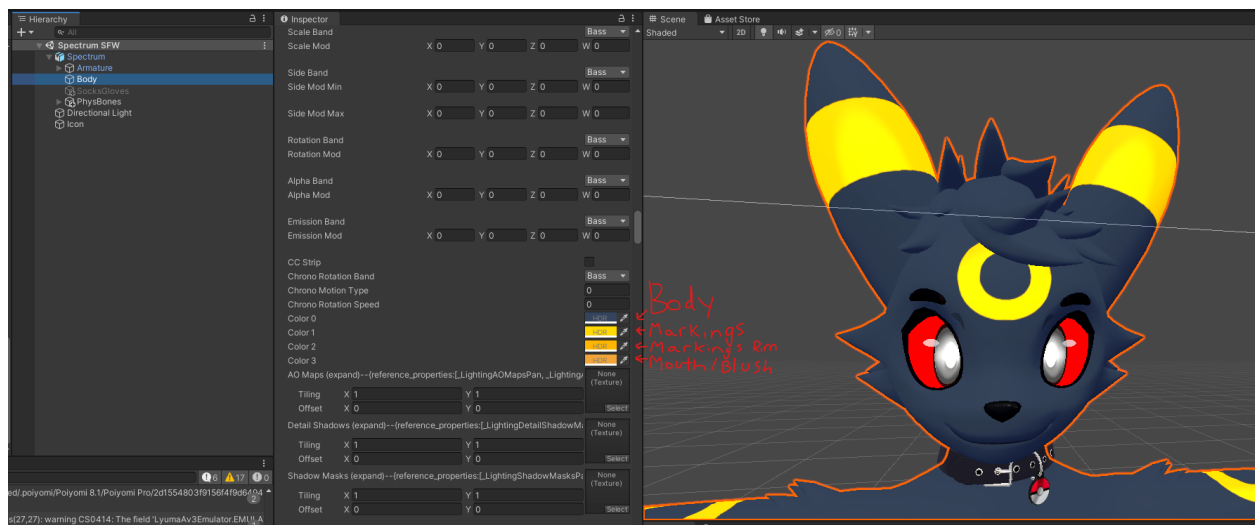
This guide will cover the different customization options for the avatar! The avatar already comes with lots of options for customization from within VRChat and especially ChilloutVR, but if you'd like to take your customization even further then just look at this guide :3

If you're getting an avatar commissioned, please give them this guide!

## Changing colors

Changing the avatar's colors is easy! For ChilloutVR, no extra work is needed - all colors are changeable directly in-game. For VRChat, hue sliders are included, but it's not possible to get a full range of colors, so just a bit of extra work is needed.

To change colors without the need to import Poyomi, simply locate the appropriate material you want to change on the avatar or clothing and scroll down until you see the four consecutive color values. Then, choose any color desired! For example, here is the body material:



If you're using the NSFW version of the avatar, make sure to change the colors for the NSFW parts as well.

# Material Swapping

The avatar comes with extra material options within the Spectrum -> Materials folders. Simply open the Variants folder for the part you want to change, then drag a material onto the appropriate body part or clothing!

If you're using the NSFW version of the avatar, make sure you change the materials of the NSFW parts as well (located within the Hips of the armature)

# Altering Materials

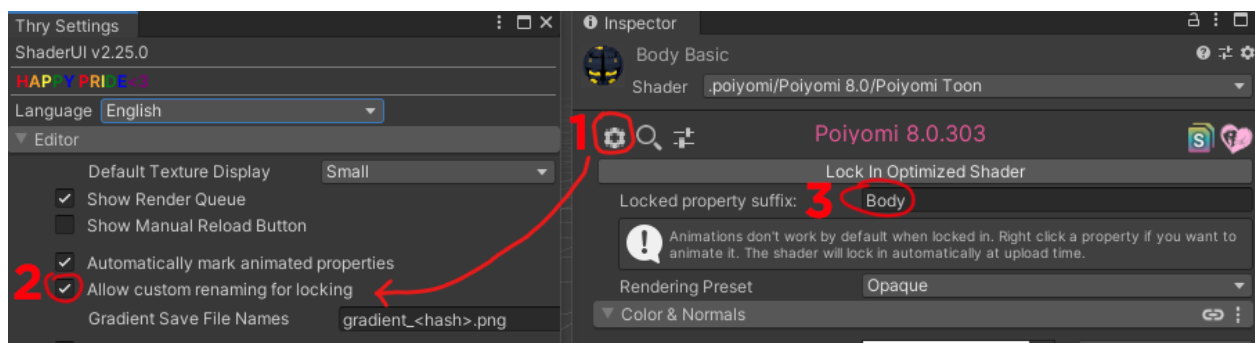
In order to alter materials, add Poyomi 8 to your unity project!

<https://github.com/poyomi/PoyomiToonShader/releases>

If you need to alter TPS penetrator materials, you will need to use Poyomi Pro,

<https://www.patreon.com/poyomi>

When altering materials, first open Thry settings (1) and **make sure that the Locked property suffix option is on** (2), then check that the suffix name (3) is set to the name of the part you're assigning the material to (Body, Eyes, SocksGloves, Undies1, PP). Toggles, Sliders, and Expressions may have issues if materials are changed without this option on and set correctly.



# Poyomi

You can easily change the colors of the body, markings/emission, and mouth/blush using Poyomi's global themes, much like the Changing Colors section of the guide earlier.

## Textures

Spectrum uses Poyomi decals to make all the color changing possible. This means if you want to change the avatar's textures and keep the slider functionality, you will have to know where to put the body textures.

-The main Color & Alpha texture is the main texture for the body.

- Decal 0 is used for the Chubby version of the body texture. This is gradually shown over top of the main body texture when the Chubby slider is used to make the shading look better.

- Decal 1 is used for the markings/emissions. This texture should also be put into the Rim Texture in Rim Lighting.

-Decal 2 is used for the blush texture.

-Decal 3 is used for the mouth texture.

Marking, Mouth, and Blush textures should all have transparent backgrounds so that they do not overwrite the body.

Additionally, Matcap 1 is used to keep the teeth, nose texture, and tongue shine white on recolorable materials.

For Clothing textures, Decal 0 is used for the secondary color.

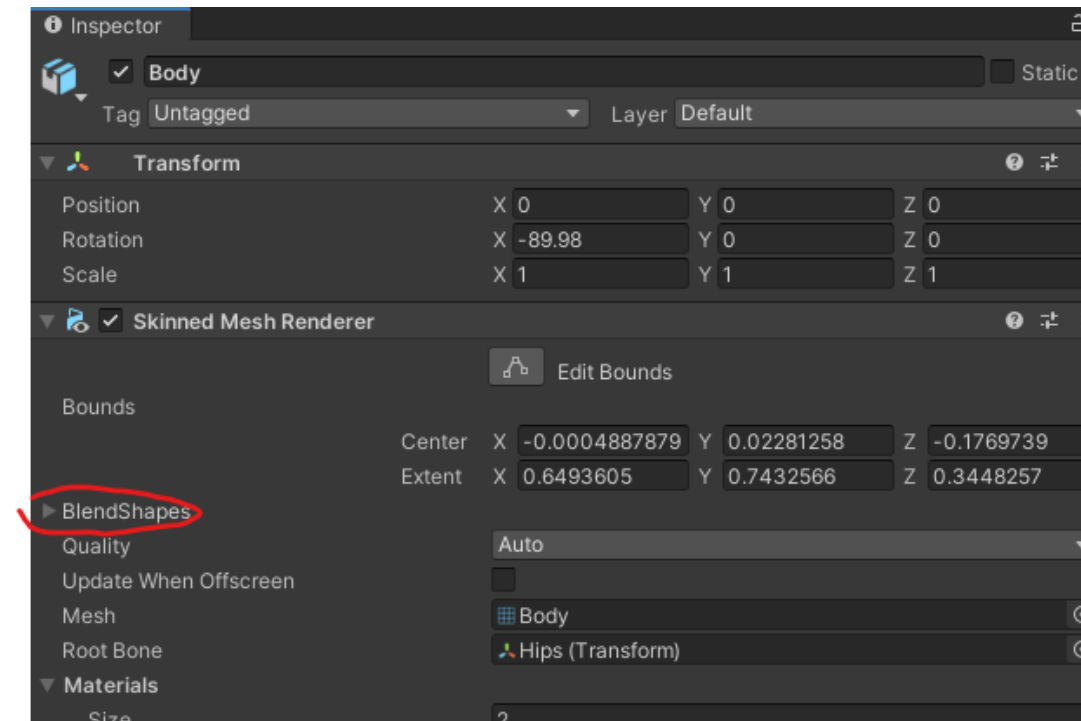
For PP textures, Decal 0 is used for the marking/emissive texture.

There are also extra textures in the textures folder. Most of these were for old materials or won't work with recolorable materials, but feel free to look through them!

# Body shape

To modify the shape of the body using the included blendshapes, open the Blendshapes arrow within the skinned mesh renderer of the body object. Scrolling to the bottom, you can change any sliders underneath Customization. Changing blendshapes above this section is not recommended as most are used for expressions and toggles and may not be applied.

When changing body blendshapes, be sure to check clothing and apply the same blendshapes, if needed!



If you have issues or questions about customization, or any other parts of the avatar, please feel free to message me! You can find my contact info on my website: <https://arkoren.art/>