

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.

Discord: [discord.gg/winterpaw](https://discord.gg/winterpaw)

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 (page 8)

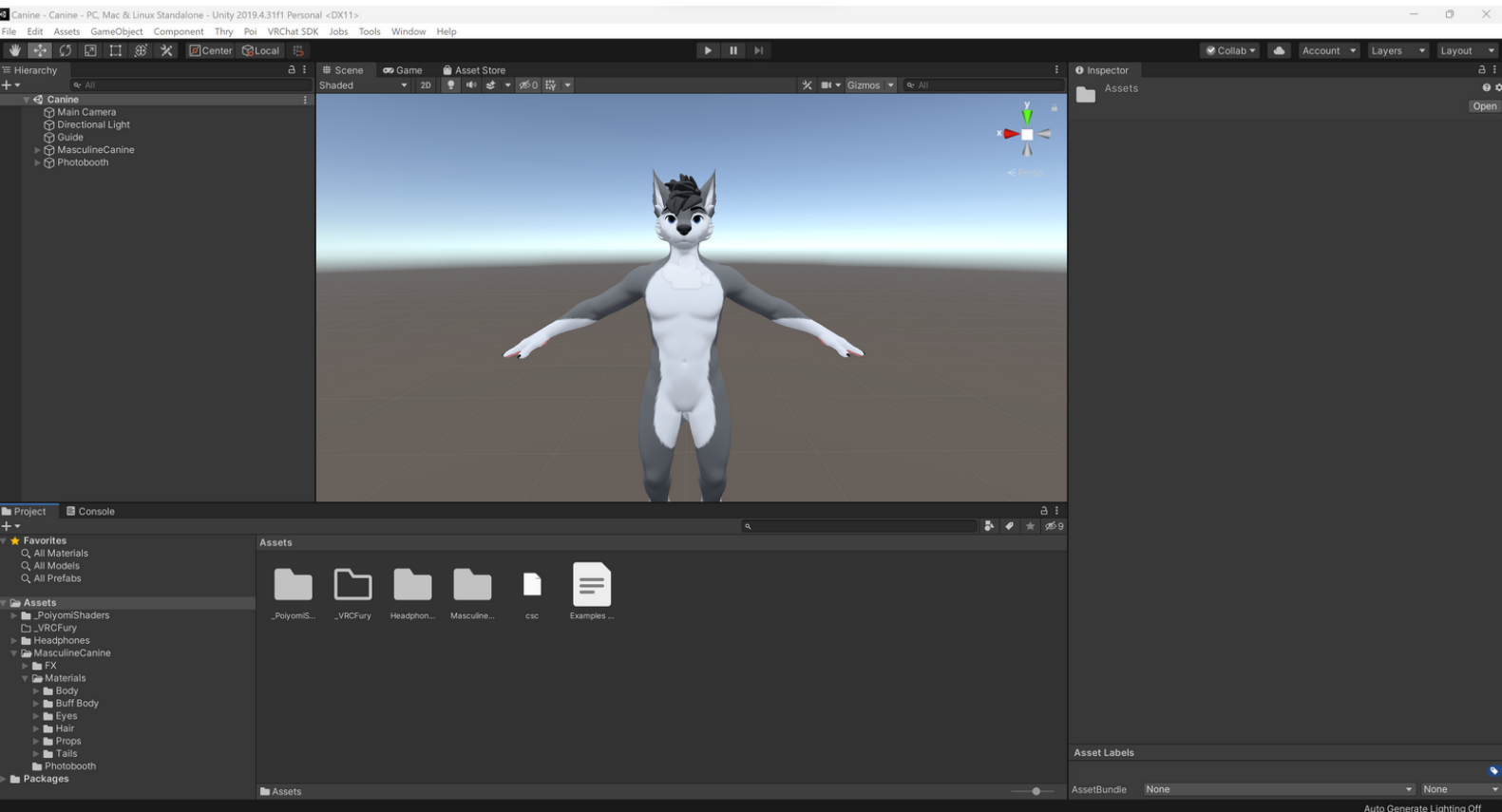
# Option 1 - Add with VRCFury

## Download:

- **Headphones Unity Package:** This is located in your library on Gumroad
- **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://github.com/VRCFury/VRCFury>

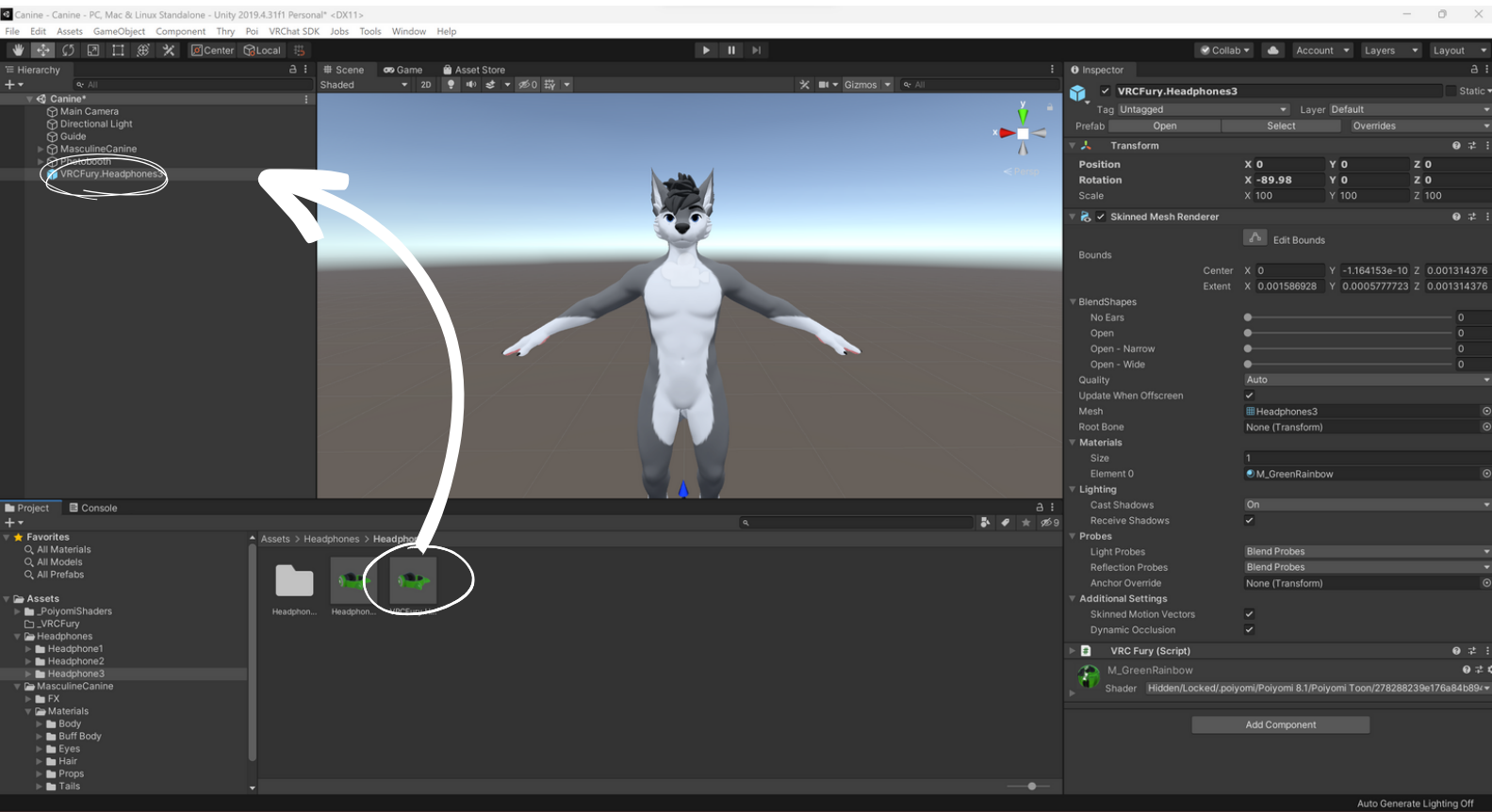
## Step 1:

Download and import the headphones unity package, vrcfury, and the poiyomi toon shader (only if you don't already have it in your project) into your project in Unity



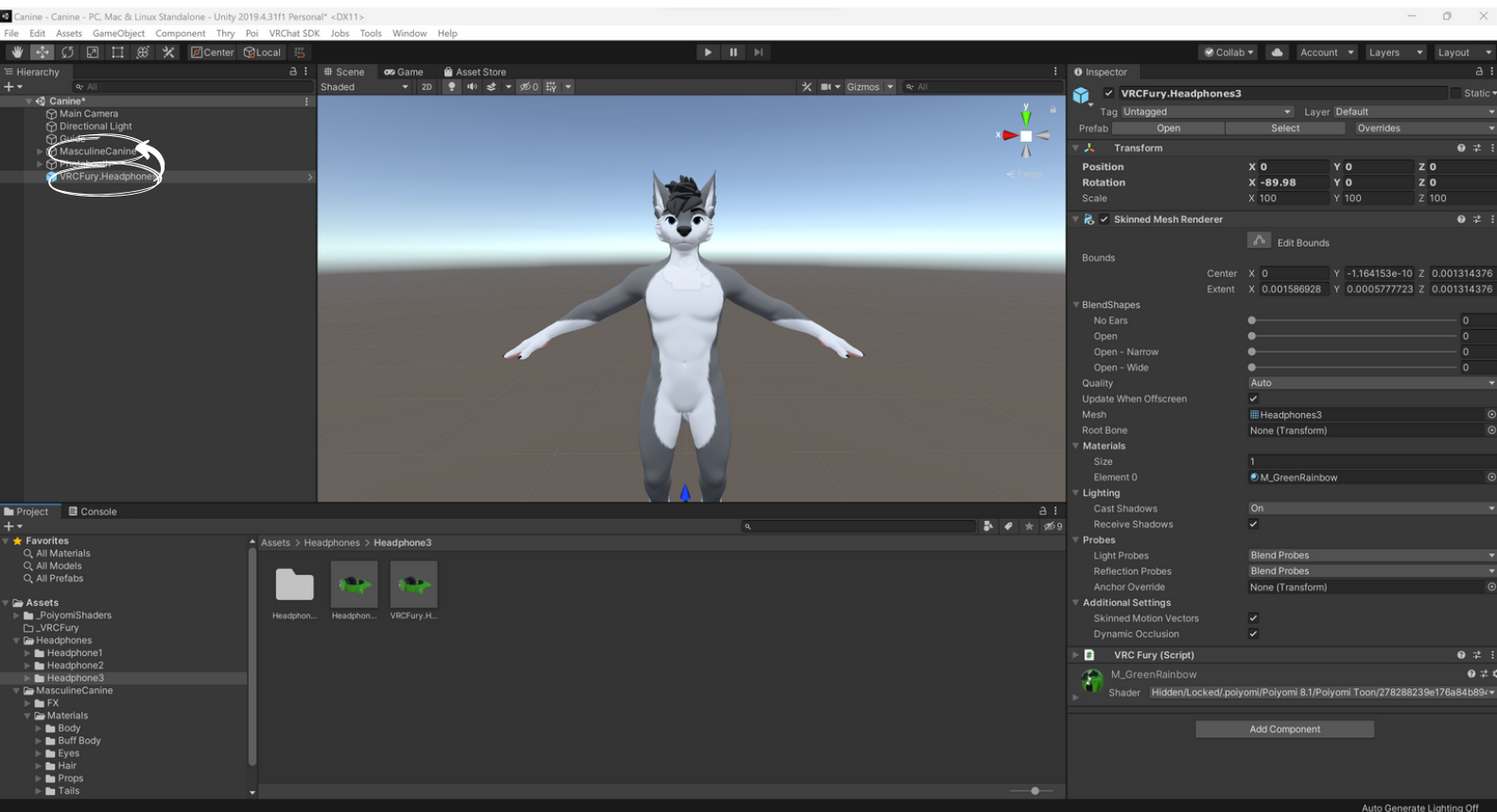
## Step 2:

Open up the folder for the headphones you want and drag the VRCFury prefab into the Hierarchy



## Step 3:

Drag the prefab onto your avatar in the Hierarchy



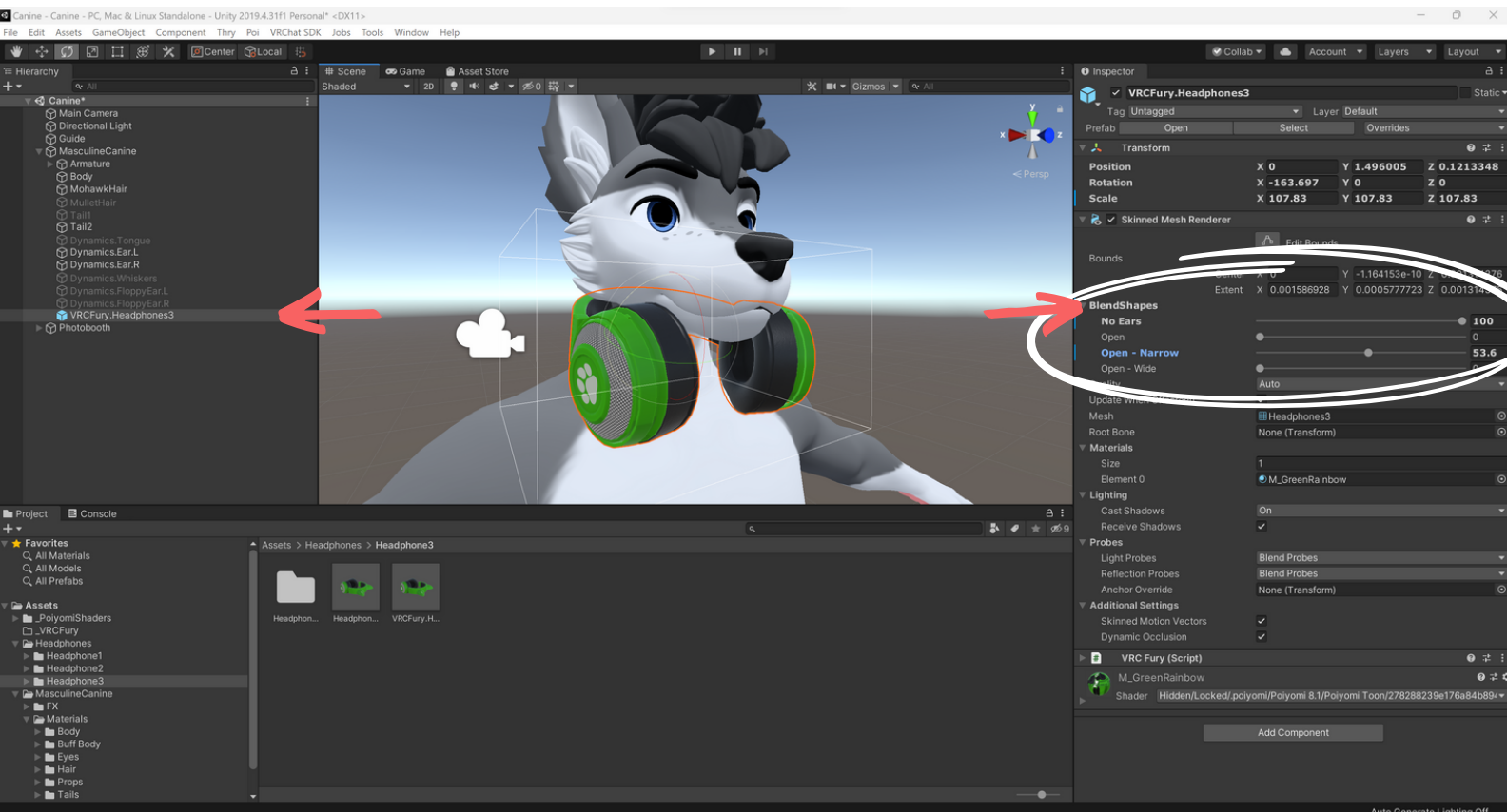
## Step 4:

Select the prefab and move it into position on your avatar using the gizmo. You can use **w** to move, **e** to rotate and **s** to scale.



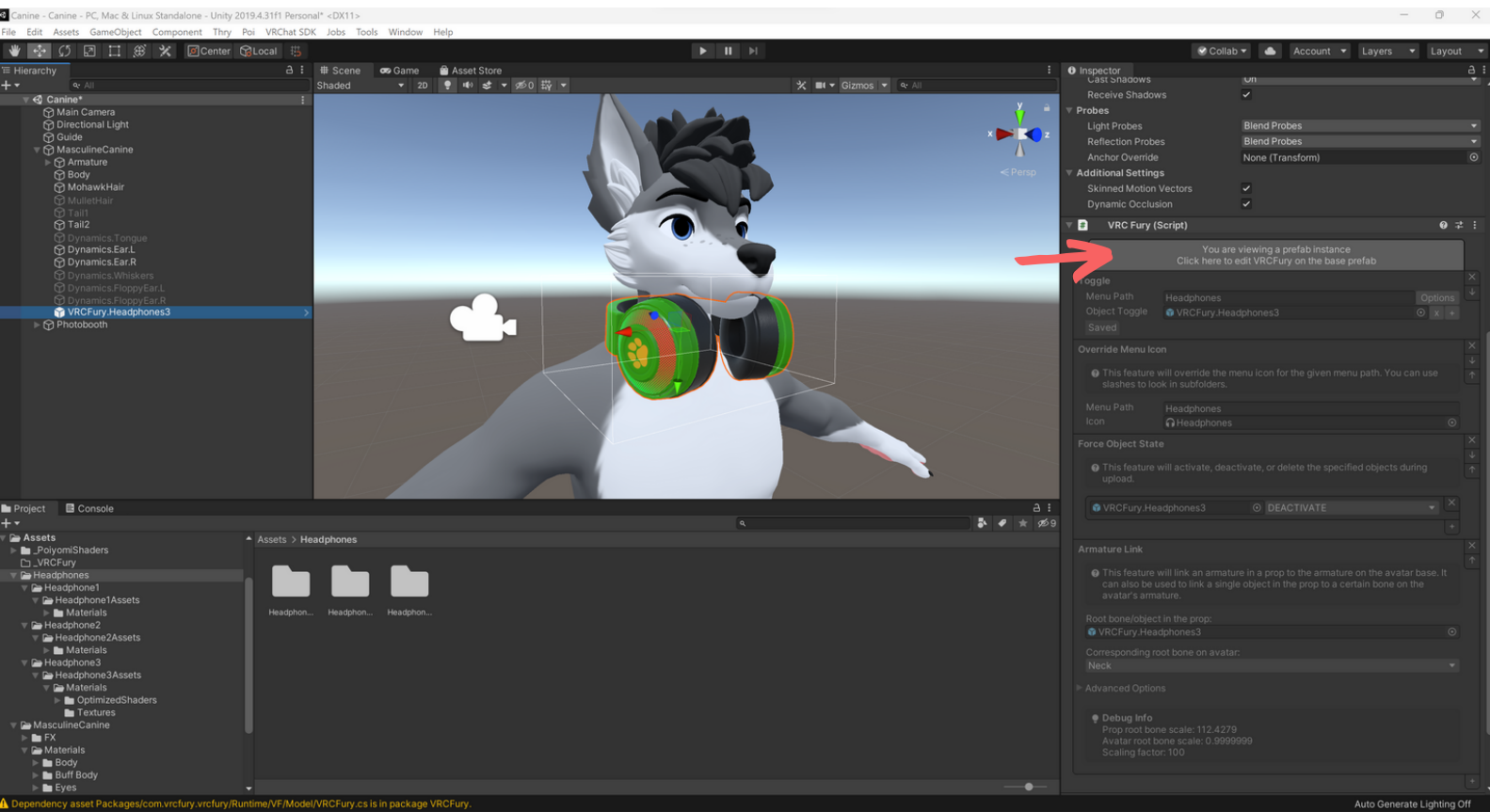
## Step 5:

Select the mesh and adjust the blendshapes on the right to fit your avatar. You can also remove the ears on this pair of headphones if you don't want them using the blendshapes

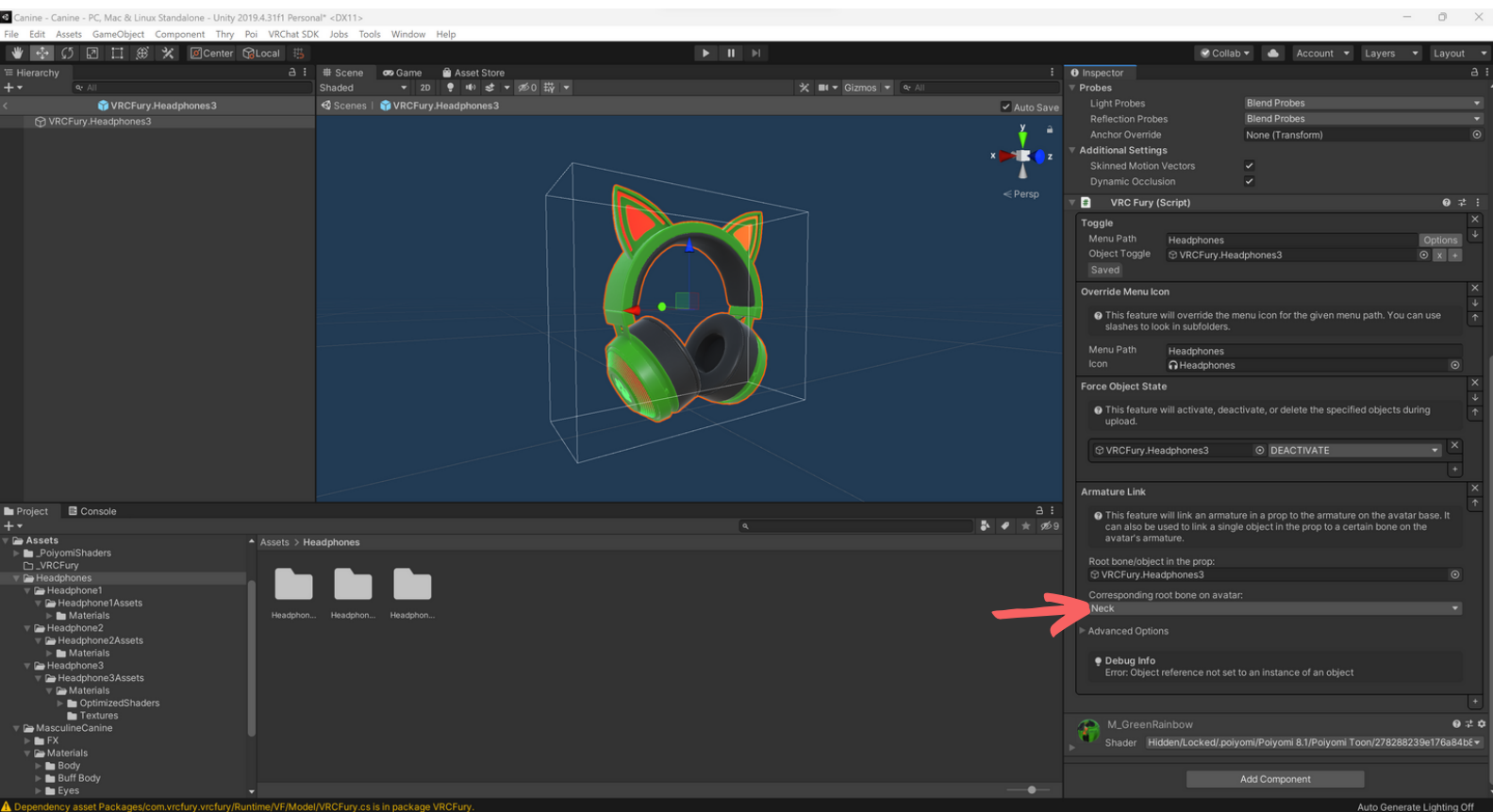


## Step 6 (Optional):

If you want to add the headphones to the head instead of around the neck, scroll down in the Inspector and select this in the VRC Fury script



Then select the dropdown the "Corresponding root bone on avatar" dropdown and select your avatar's Head bone





## Step 7 (Optional):

If you want to add a different default texture, go to the Materials folder for that pair of headphones (so in this case it is Headphones > Headphones3 > Headphones3Assets > Materials). Then drag your desired material on to the headphones.



## Step 8 (Optional):

If you want to change the color of the emissive lights (the leds on the headphones), select Unlock Shader and then select the box next to Emission Color. Make sure to do this for both Emission 0 and Emission 1! When you're done you can re-lock the shader.



**DONE ^^**

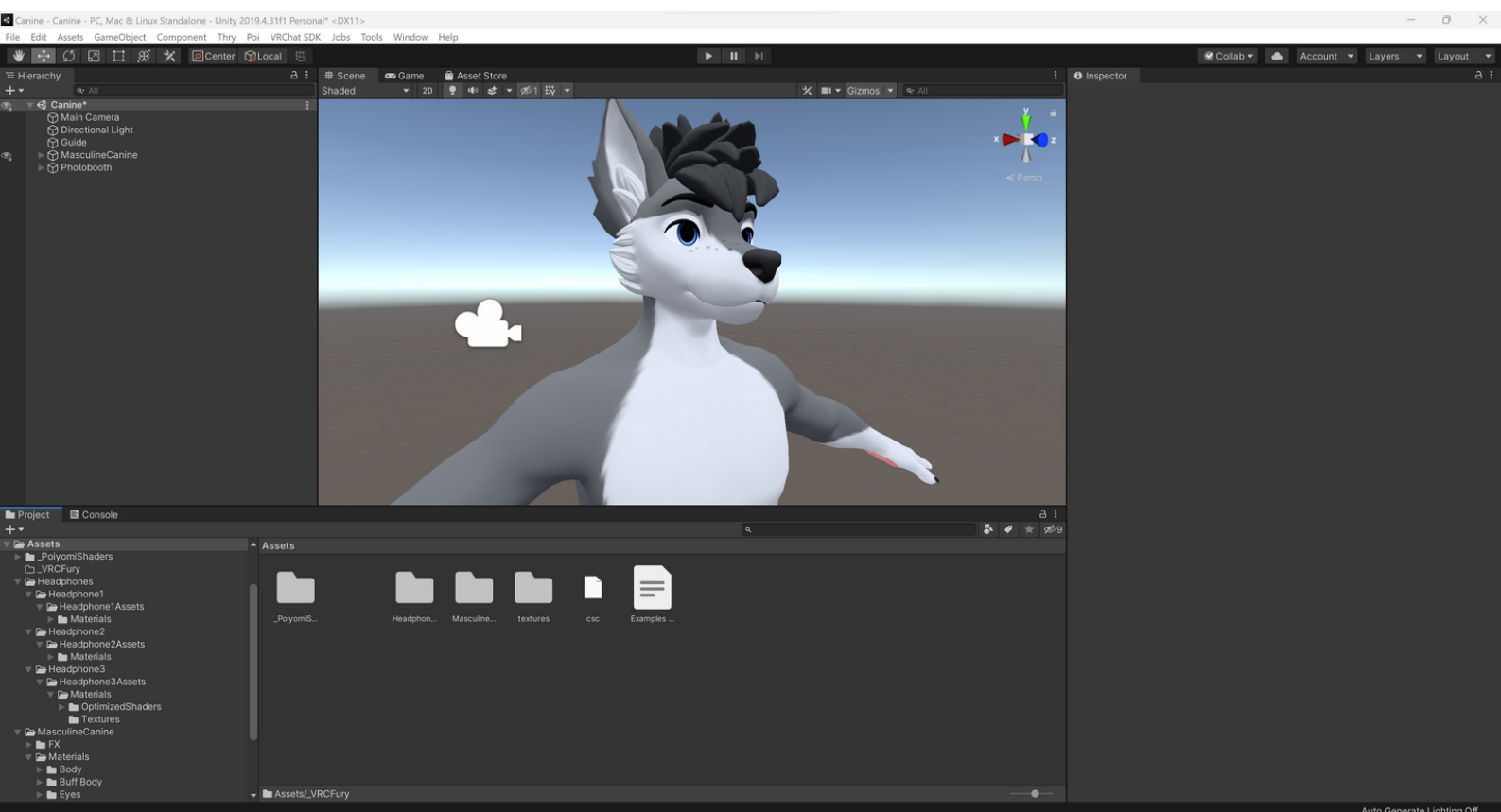
# Option 2 - Add it manually

## Download:

- **Headphones Unity Package:** This is located in your library on Gumroad
- **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:

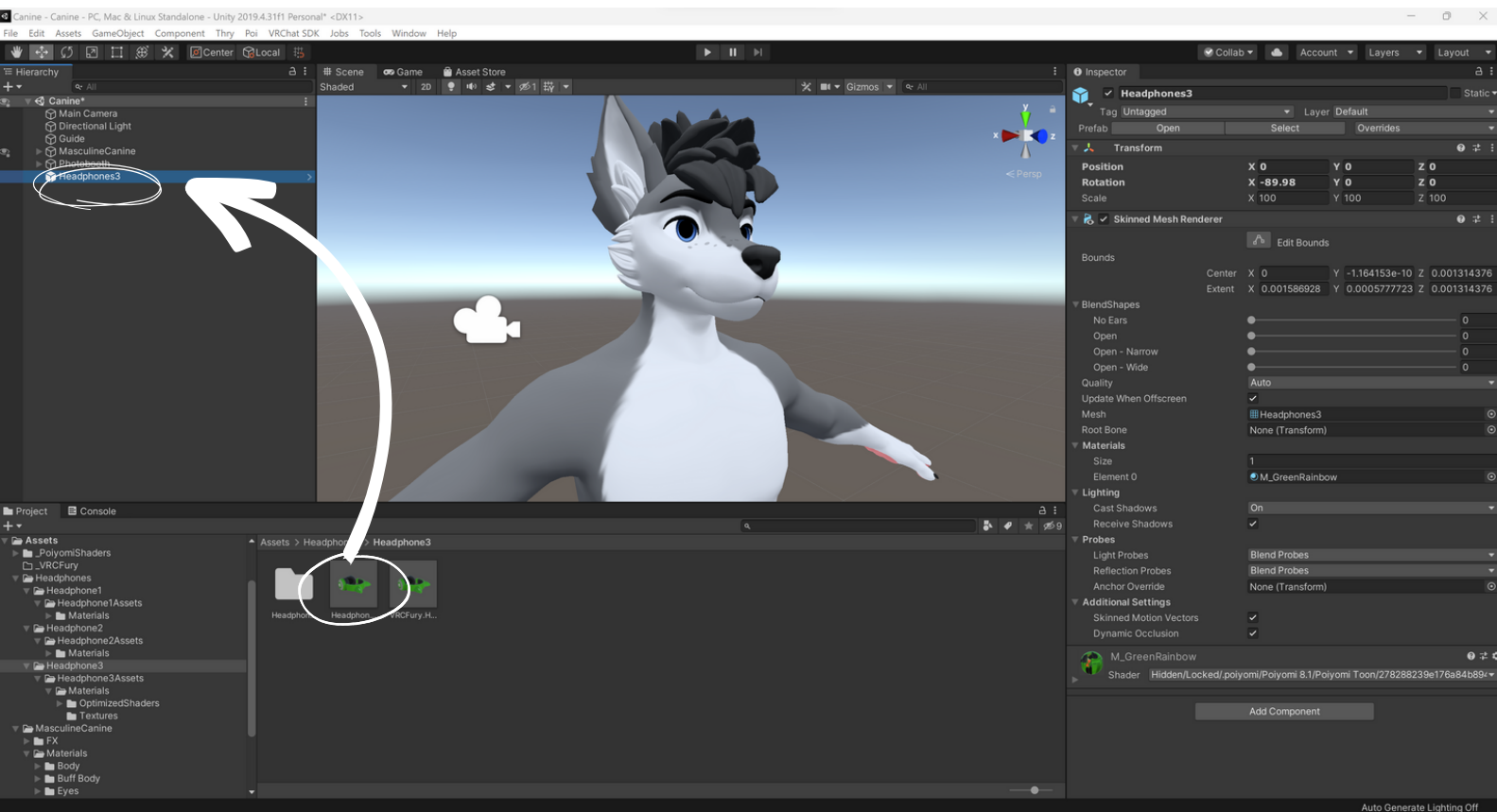
Download and import the headphones unity package and the poiyomi toon shader (only if you don't already have it in your project) into your project in Unity





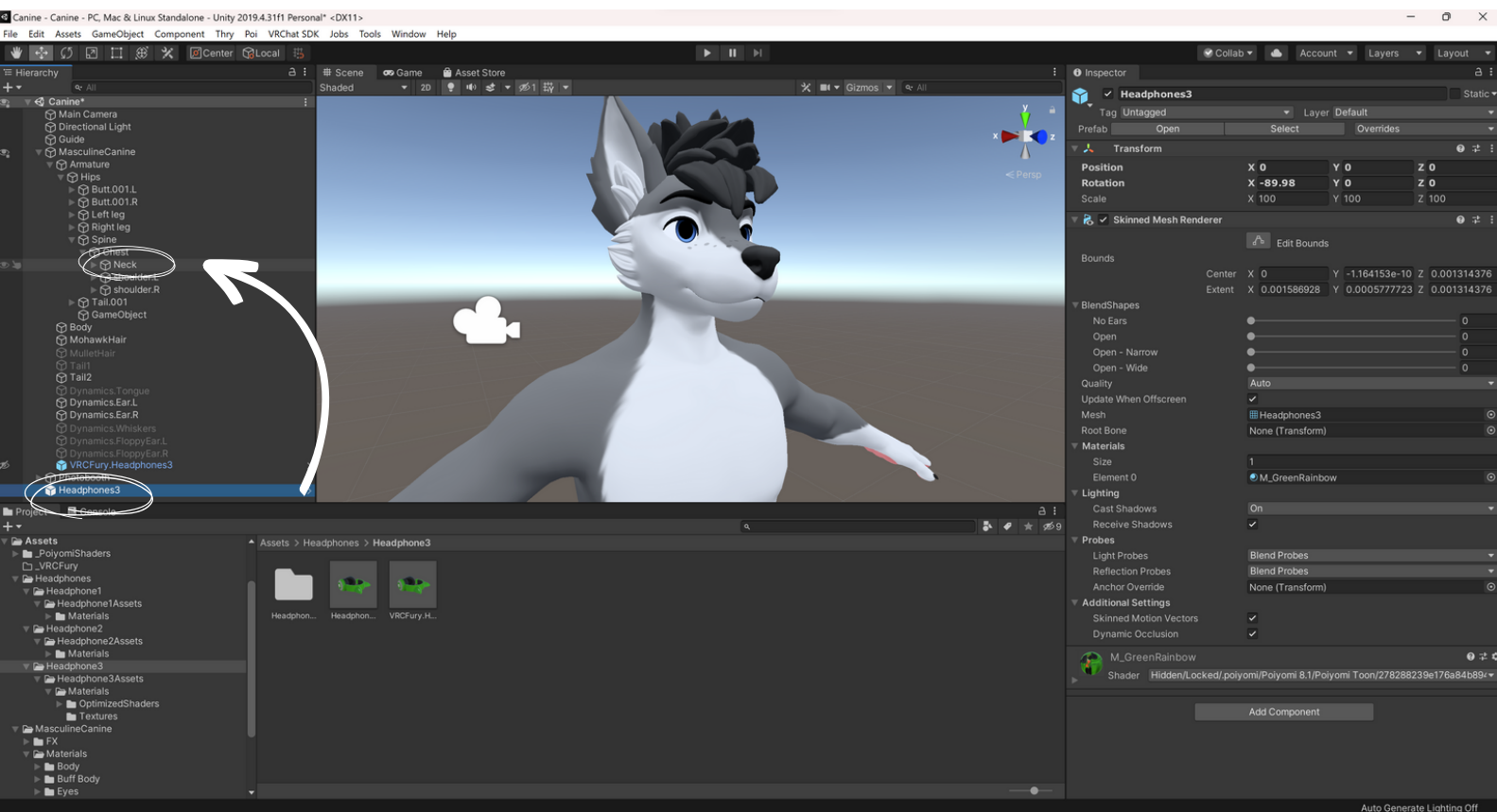
## Step 2:

Open up the folder for the headphones 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 (if you want to add them on to the head do the same but with the Head bone) and drag the prefab onto it.



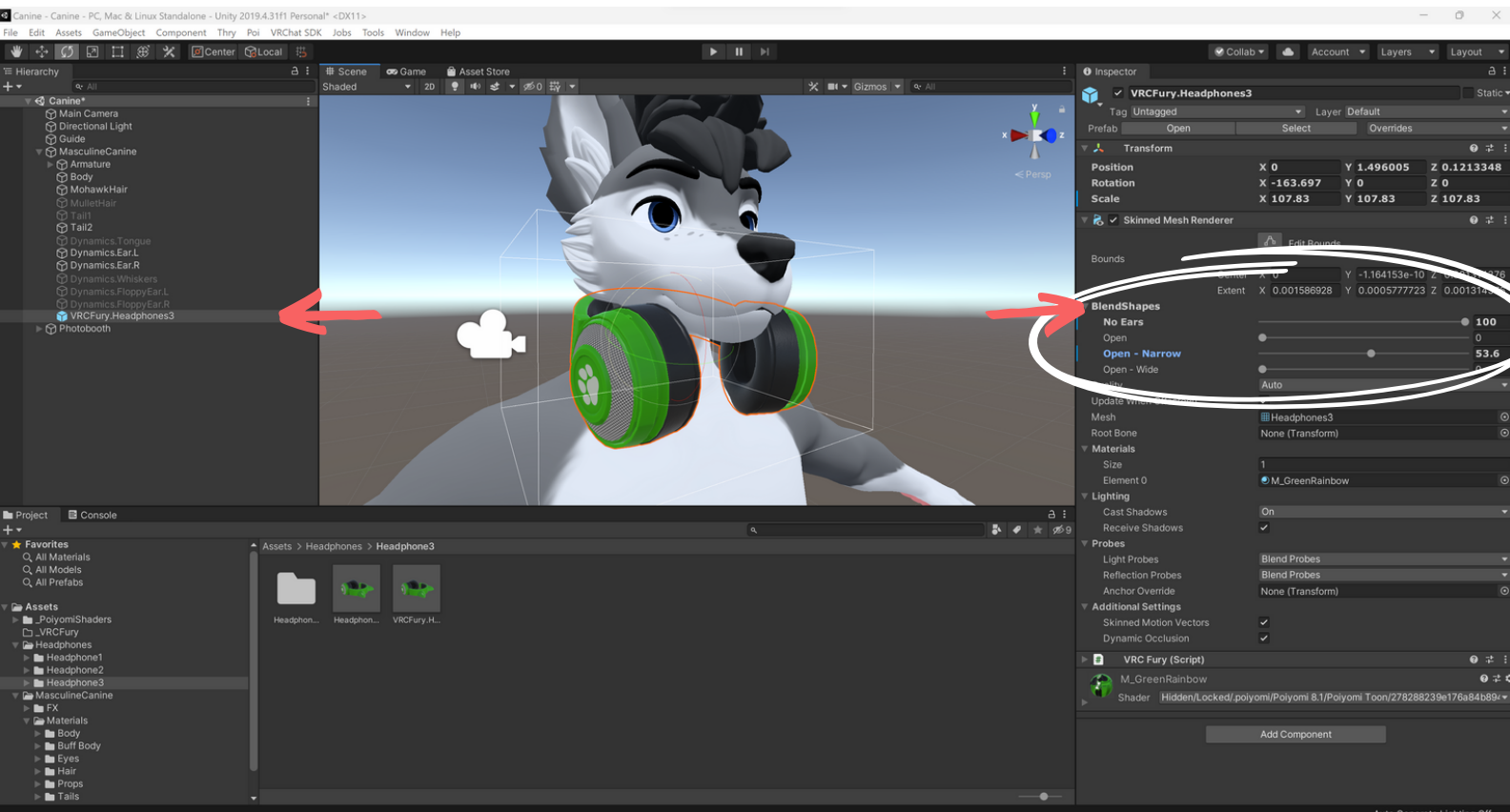
## Step 4:

Select the prefab and move it into position on your avatar using the gizmo. You can use **w** to move, **e** to rotate and **s** to scale.



## Step 5:

Select the mesh and adjust the blendshapes on the right to fit your avatar. You can also remove the ears on this pair of headphones if you don't want them using the blendshapes



## Step 6 (Optional):

If you want to add a different default texture, go to the Materials folder for that pair of headphones (so in this case it is Headphones > Headphones3 > Headphones3Assets > Materials). Then drag your desired material on to the headphones.



## Step 7 (Optional):

If you want to change the color of the emissive lights (the leds on the headphones), select Unlock Shader and then select the box next to Emission Color. Make sure to do this for both Emission 0 and Emission 1! When you're done you can re-lock the shader.



**DONE ^^**