Thank you so much for supporting us!

If you run into any issues getting this added please feel free to reach out to either me or Dino on discord, twitter, or through email.

Discord: discord.gg/winterpaw
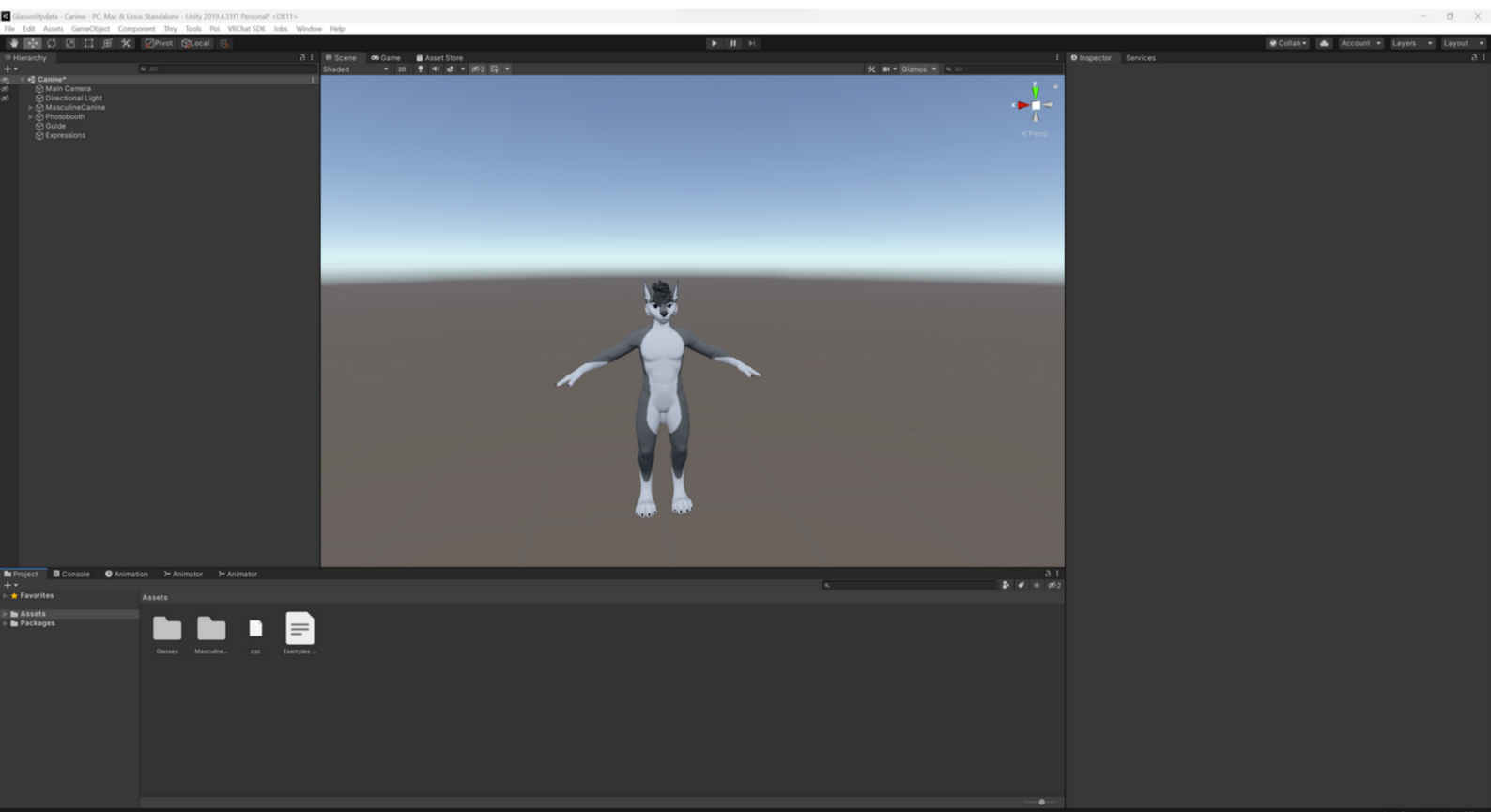Twitter: @JuliaWinterPaw
Email: julia.winterpaw@gmail.com

How to add the glasses!

Download:
- **Glasses Unity Package:** This is located in your library on Gumroad
- **Poiyomi Toon Shader** (*only if you don't already have it in your project! If you're using one of my avatars then you should already have this*):
  https://github.com/poiyomi/PoiyomiToonShader/releases
- **VRCFury** (*not requried if you don't want toggles created automatically*):
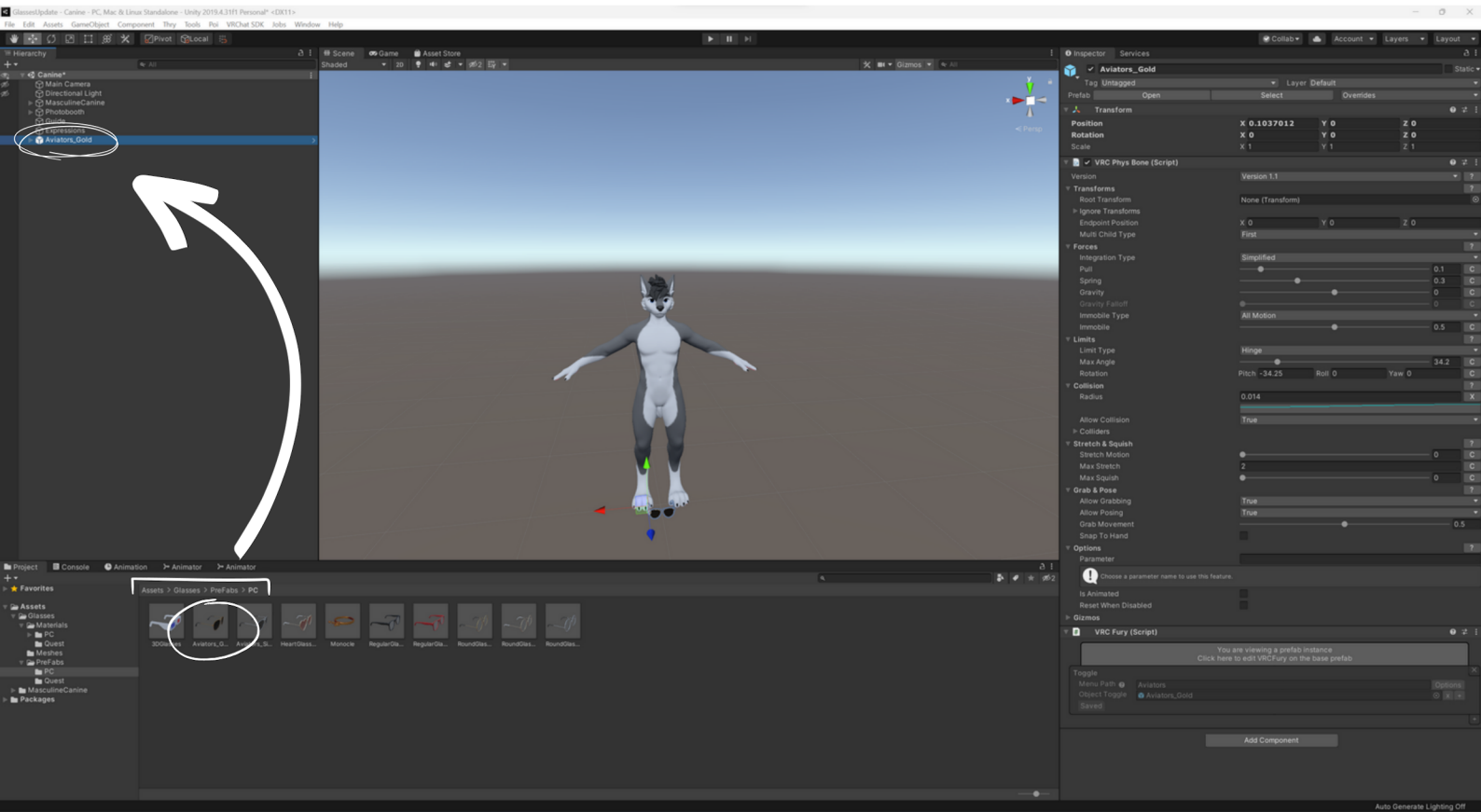 https://vrcfury.com/

Step 1:

Download and import the glasses unity package, vrcfury, and the poiyomi toon shader (only if you don't already have it in your project) into your project in Unity
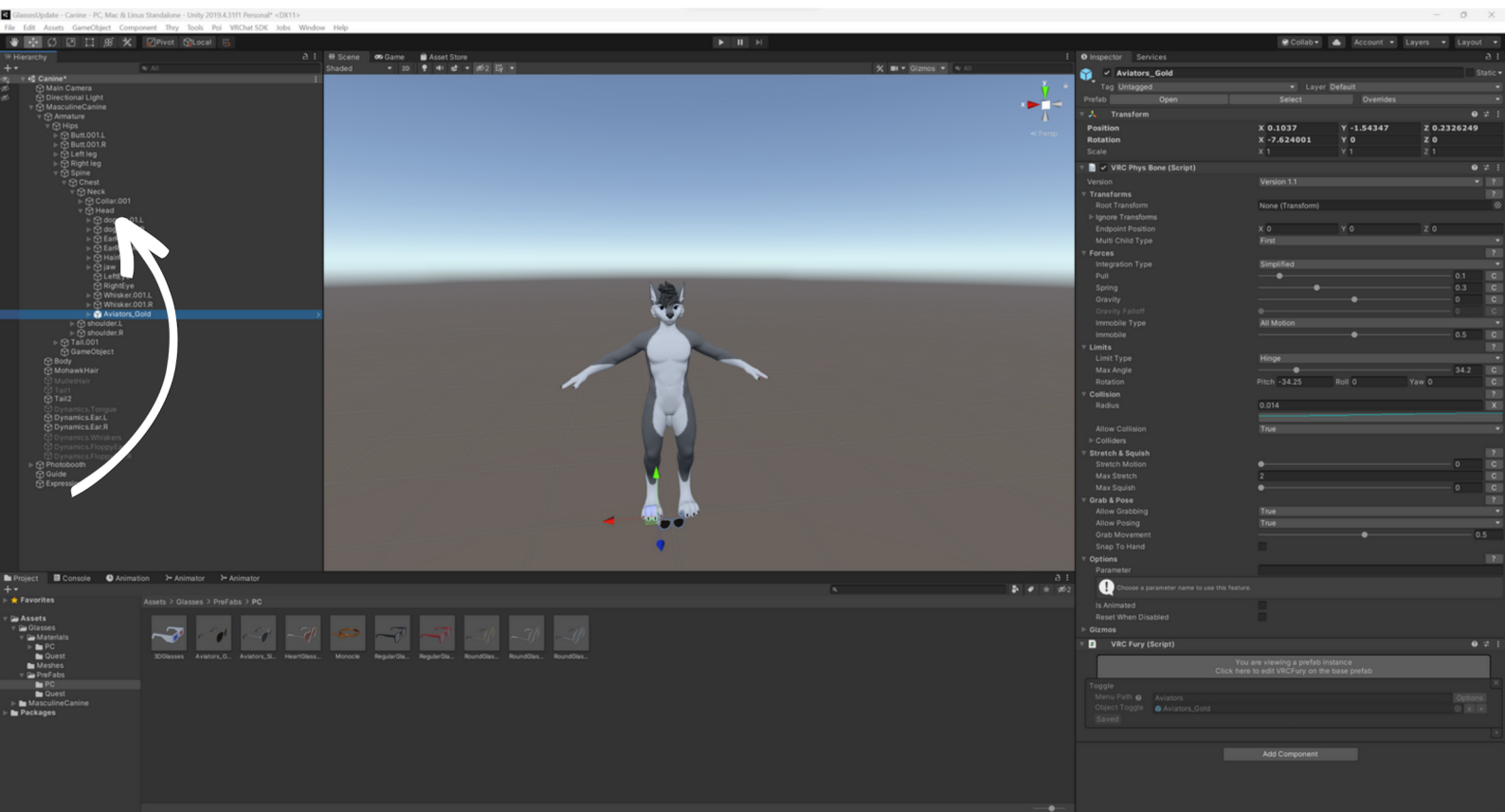
Step 2:

Go to the Glasses>Prefabs folder, choose the glasses prefab you want and drag it into the Hierarchy. There are different folders for the PC/Quest variants
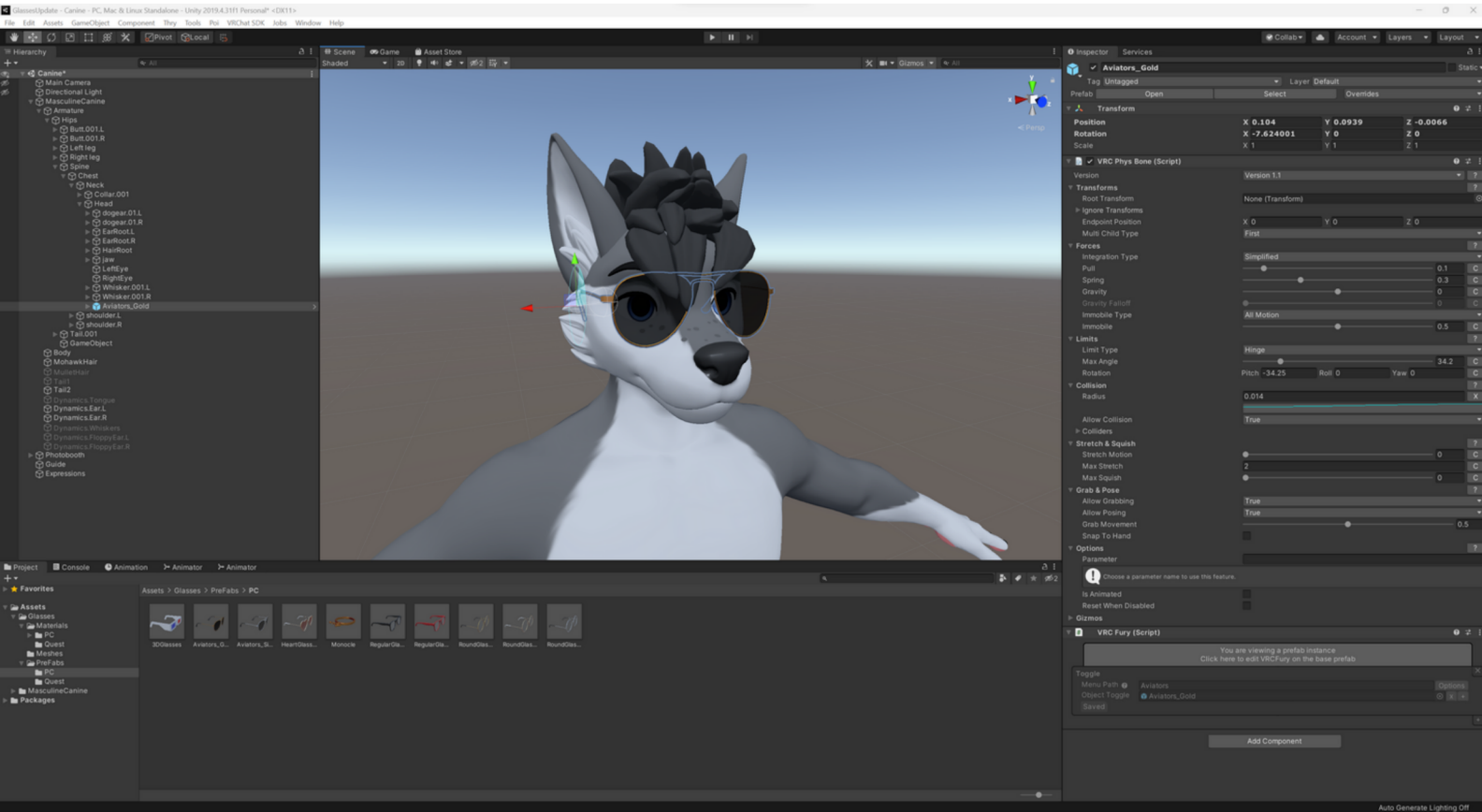

Step 3:

Drop down your avatar's hierarchy until you find the Head bone and drag the prefab directly onto it
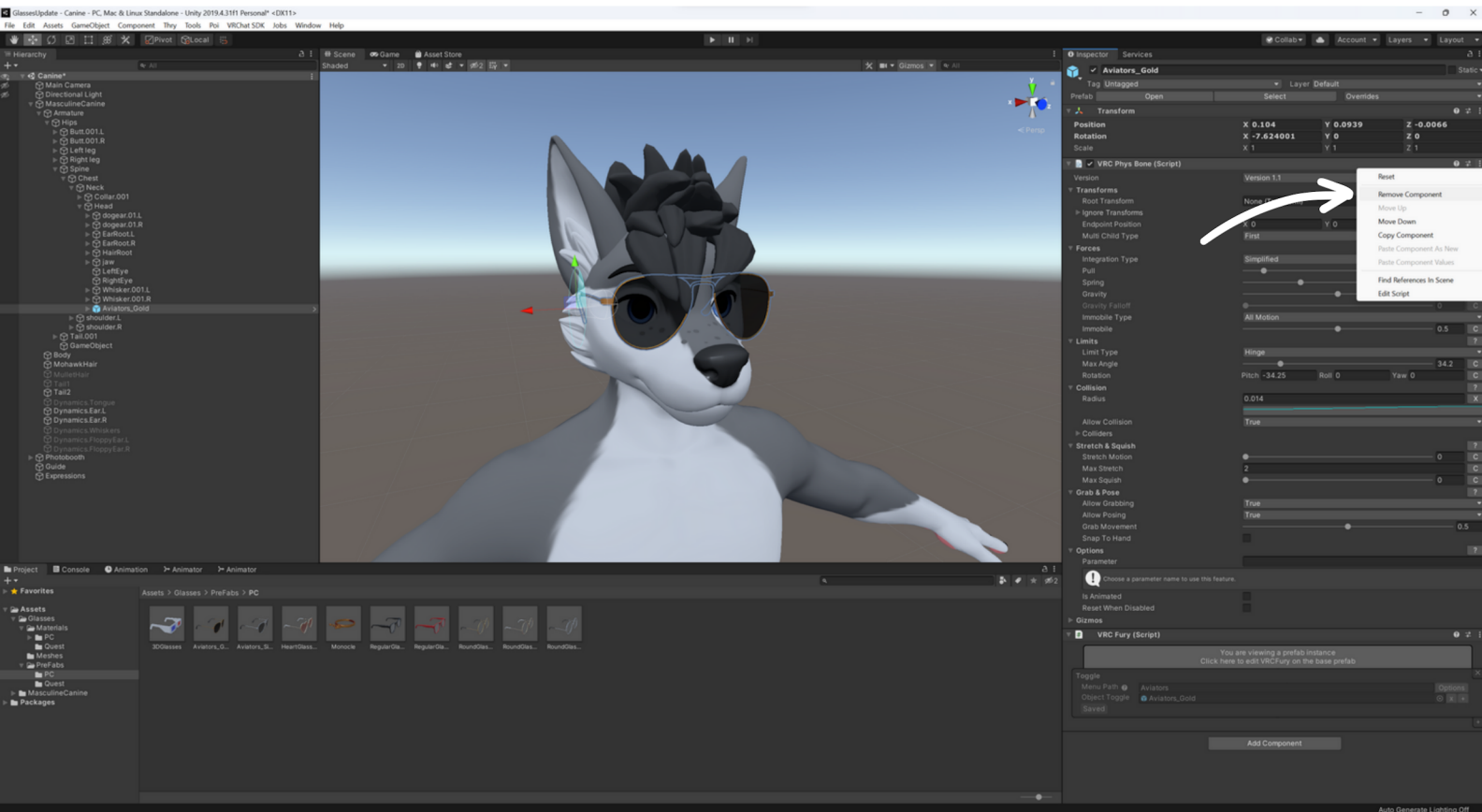
Step 4:

Select the glasses and move them into the correct position using the gizmo
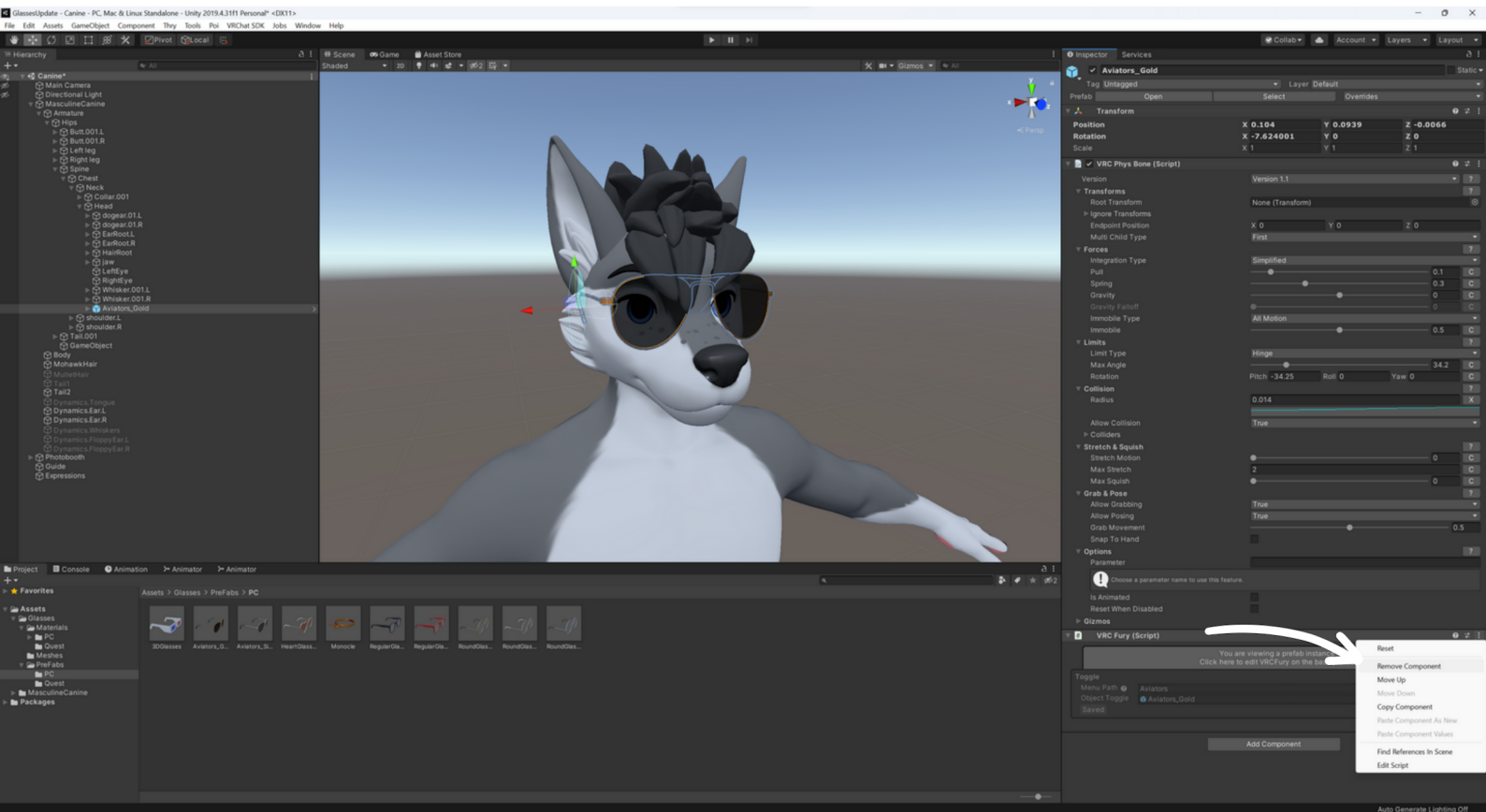

Step 5:

If you don't want the glasses to be grabbable or have any physics, delete the Physbone component

Step 6:

If you haven't imported VRCFury because you don't want a toggle, delete the script below the Phybone

DONE ^^