Chaos Canine - Clothing Pack Instructions

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Method 1: Install with Third Party Unity Scripts. (Quick and Easy)

The Unity plugin VRCFury is required if you want to use this installation method.

As the author frequently makes improvements and changes to their script, please read their tutorial on how to install the plugin.
https://vrcfury.com
In the event that the hyperlink becomes broken in the future, please look up VRCFury on your search engine of choice.

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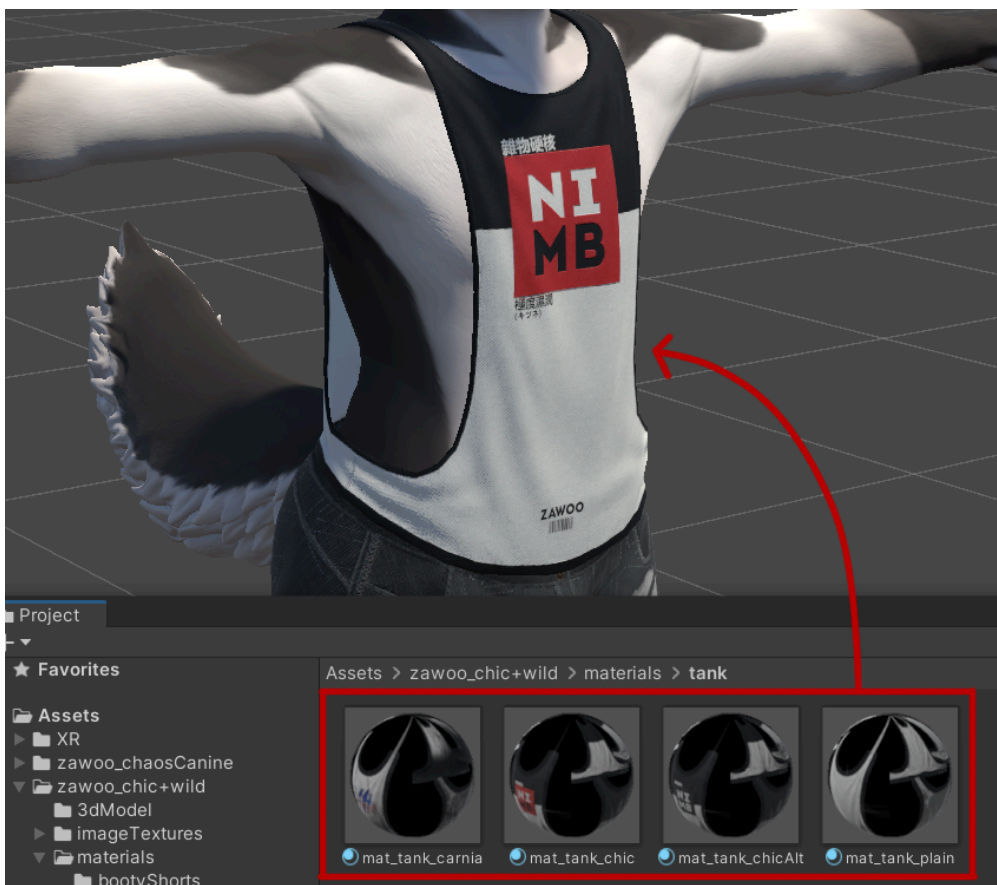
1. Import the included Unity Package.

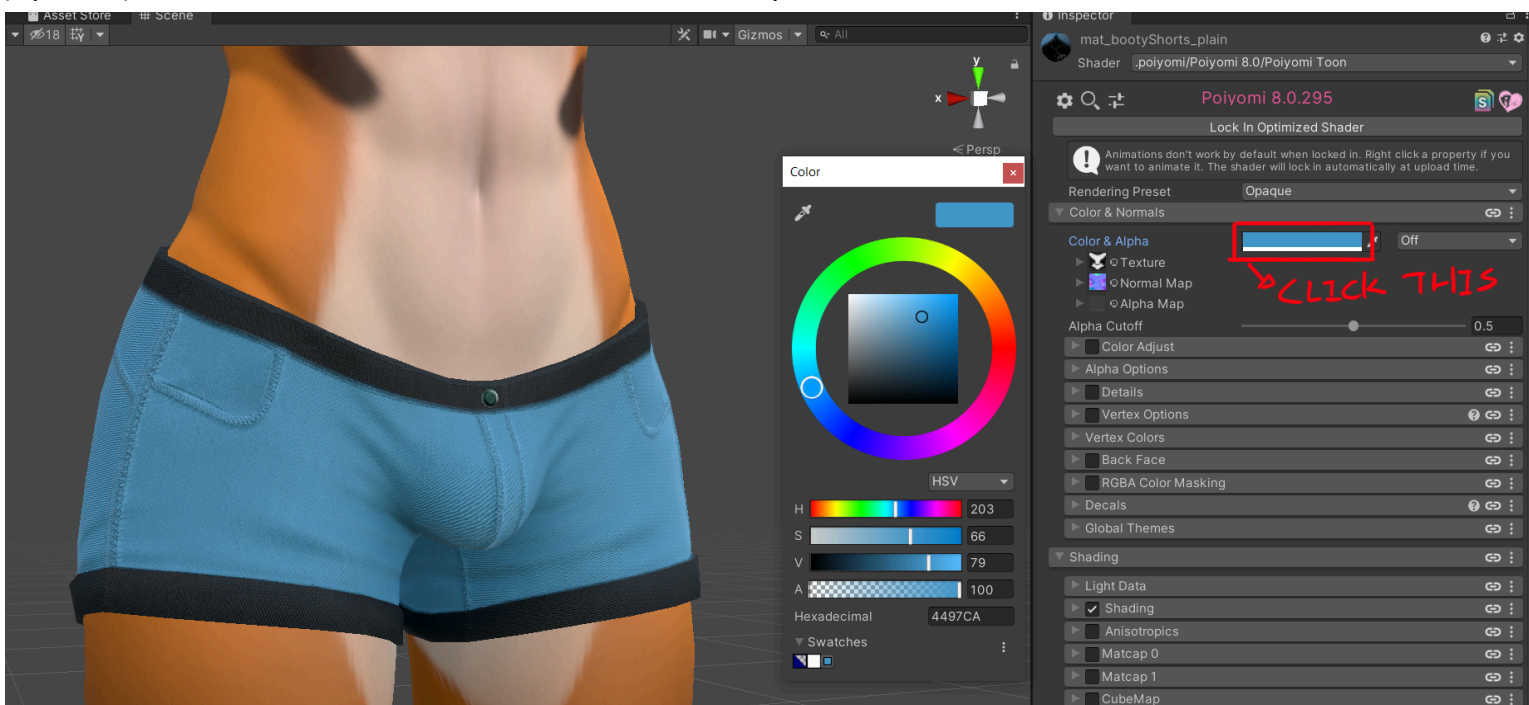2. Open the folder "vrcFuryPrefab".
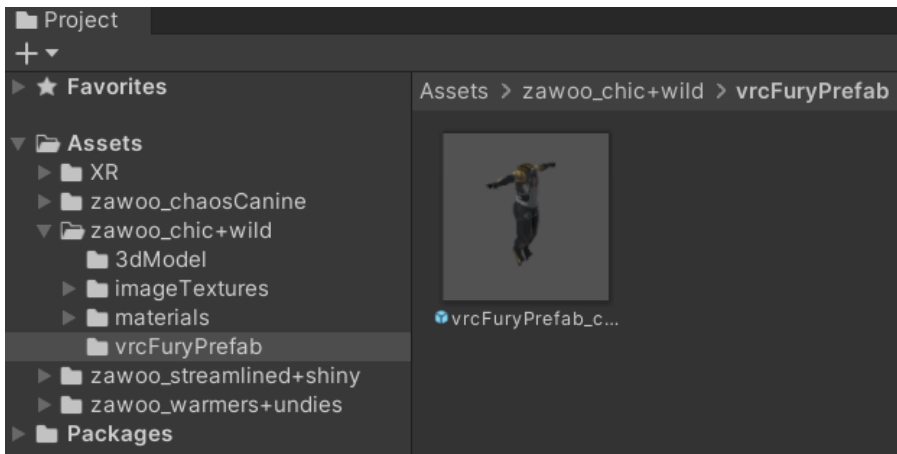
3. Drag the prefab into the root gameobject of your avatar.
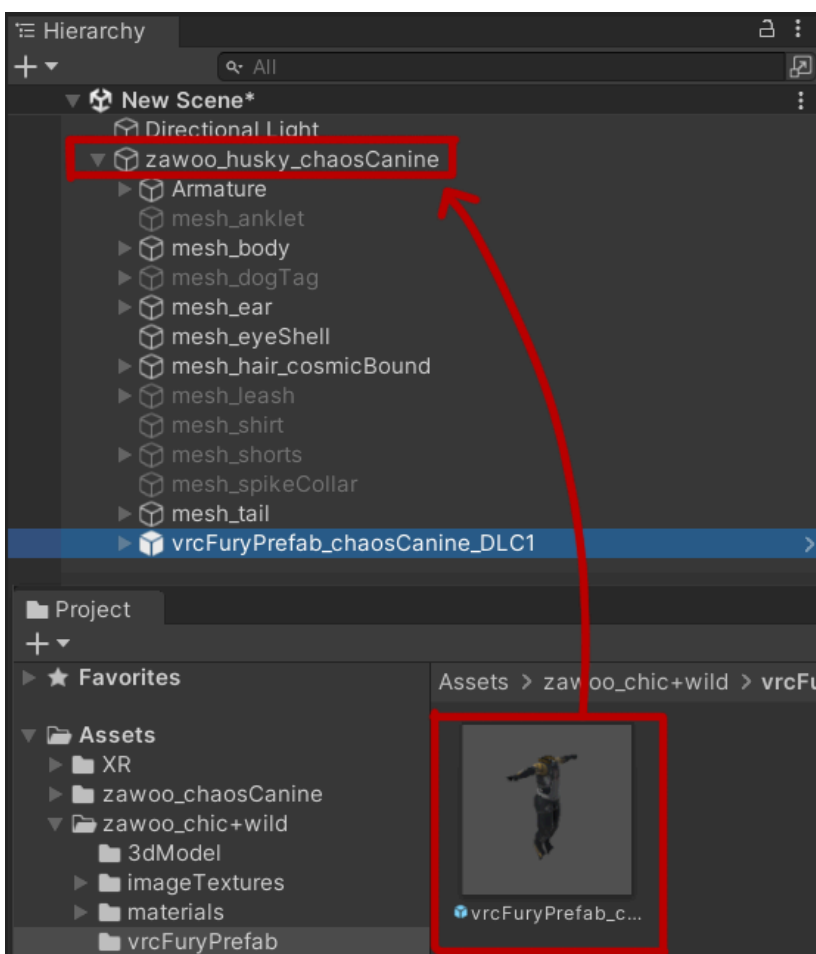
4. You can find alternative materials in the "materials" folder. Drag them onto the appropriate clothing item to apply it.

5. (Optional) Select the material, and tint it to whatever color you like.

6. (Optional) Some materials already have color present, in that case you can use the "Color Adjust" feature to change color. (Mainly by using the "Hue Shift" slider.)
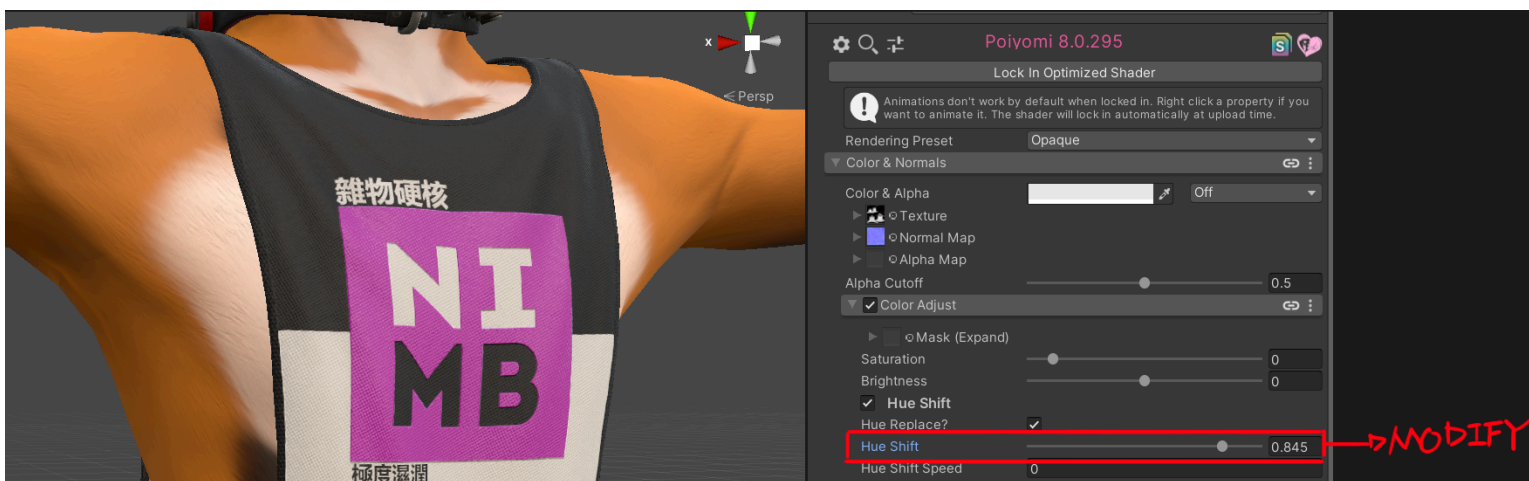
7. (Optional) The clothes might not fit your avatar in the scene properly. This is because your avatar has blendshapes applied. **VRCFury will adjust the appropriate blendshapes on upload to make the clothes fit properly.** If you want the clothes to fit in Unity and not just in game, select the clothing and match the blendshapes' value to your body. *(For instance: If your "shape_body_waist_thin" is 55 on your body, make your shorts' "shape_body_waist_thin" also 55)*

There are also additional blendshapes on certain clothing items, such as making the bulge flat. Adjust them to taste.

8. (Optional) If you want to wear your Leotard under your pants, you can modify the VRCFury prefab to make it engage the blendshapes on the leotard like so. The UI of VRCFury changes often, so I won't go into details on how to do this. If you have problems with using VRCFury, please ask the creator of VRCFury.
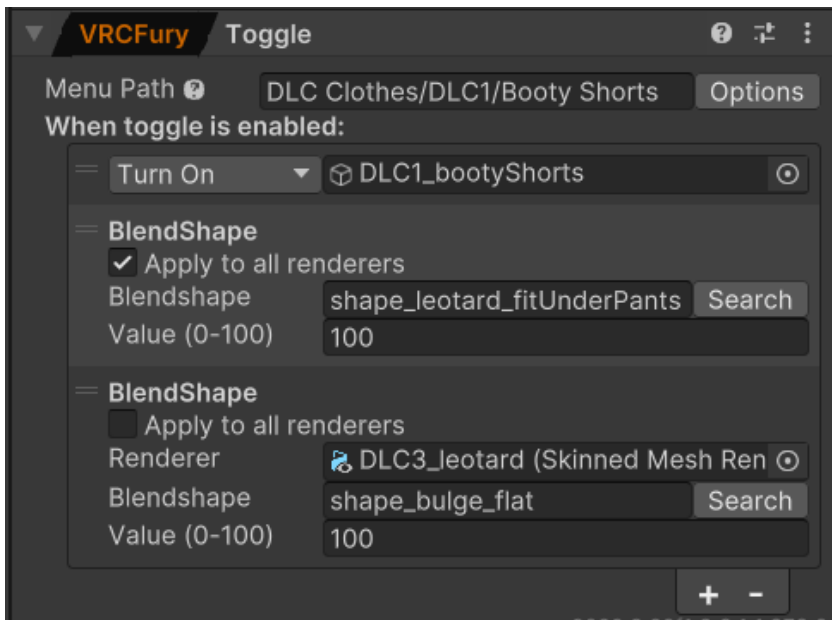

9. That's it!

Method 2: Install Manually

1. Import the included Unity Package.

2. Open the scene that contains your avatar, and duplicate (ctrl+D) the mesh of your avatar.

3. A new gameobject called "mesh_body(1)" will appear. Click on the little arrow on the left of mesh_body(1) to expand its content, and delete all the child objects with "physbone_" prefix.
   **!!! Make sure you don't delete the physbone objects in the original "mesh_body". Leave it alone after duplicating. !!!**
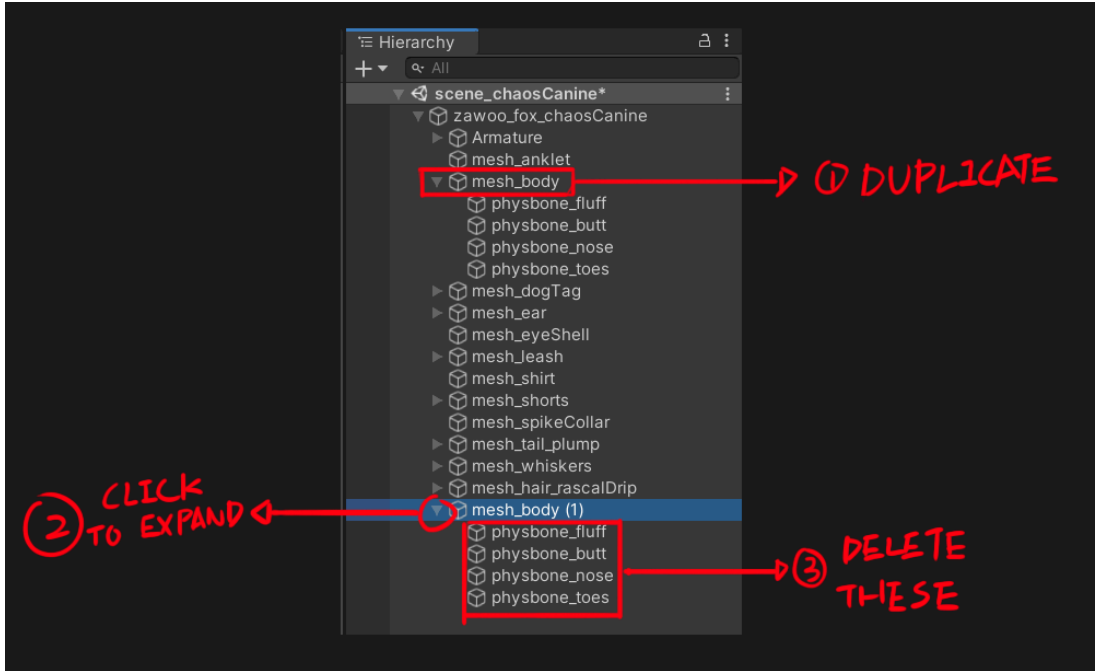
4. Under the Skinned Mesh Renderer component of mesh_body(1), change the mesh to the clothing mesh you would like to wear. They have the "DLC" prefix. You can use the search box in the Select Mesh window to make this process easier.

5. In the Skinned Mesh Renderer component, in the material drop down, change the size to 1
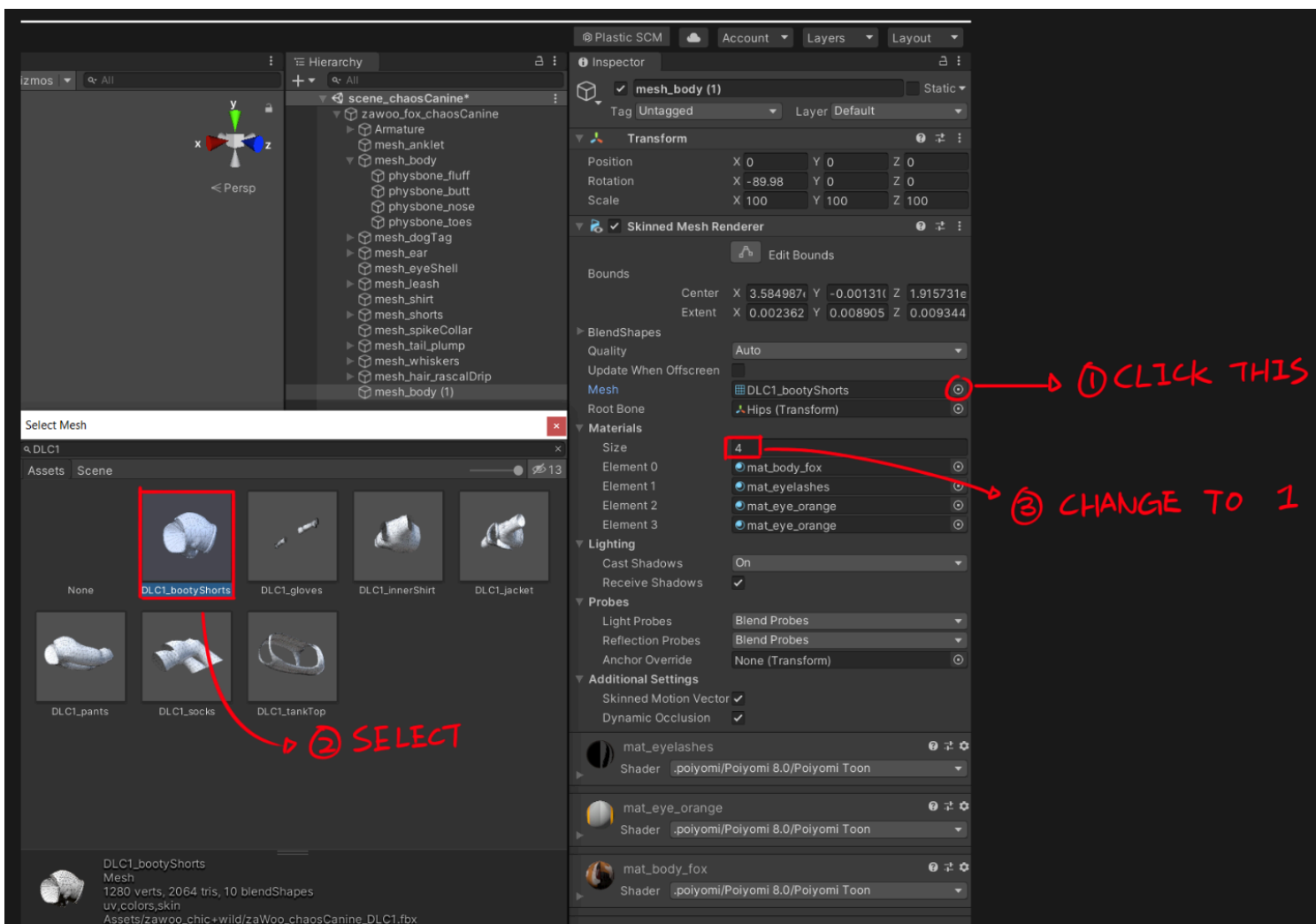

6. The clothing model should show up on your avatar now, but with wrong material, and might not fit at all. Select the clothing and match the blendshapes' value to your body. *(For instance: If your "shape_body_waist_thin" is 55 on your body, make your shorts' "shape_body_waist_thin" also 55)*
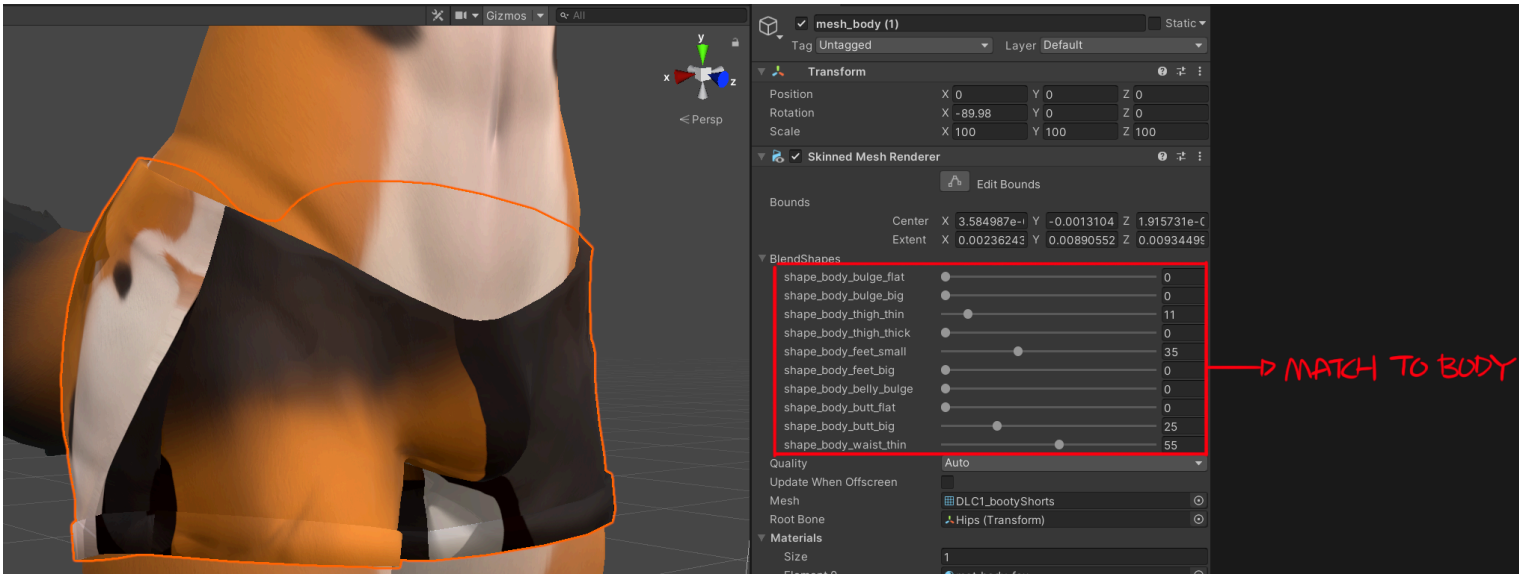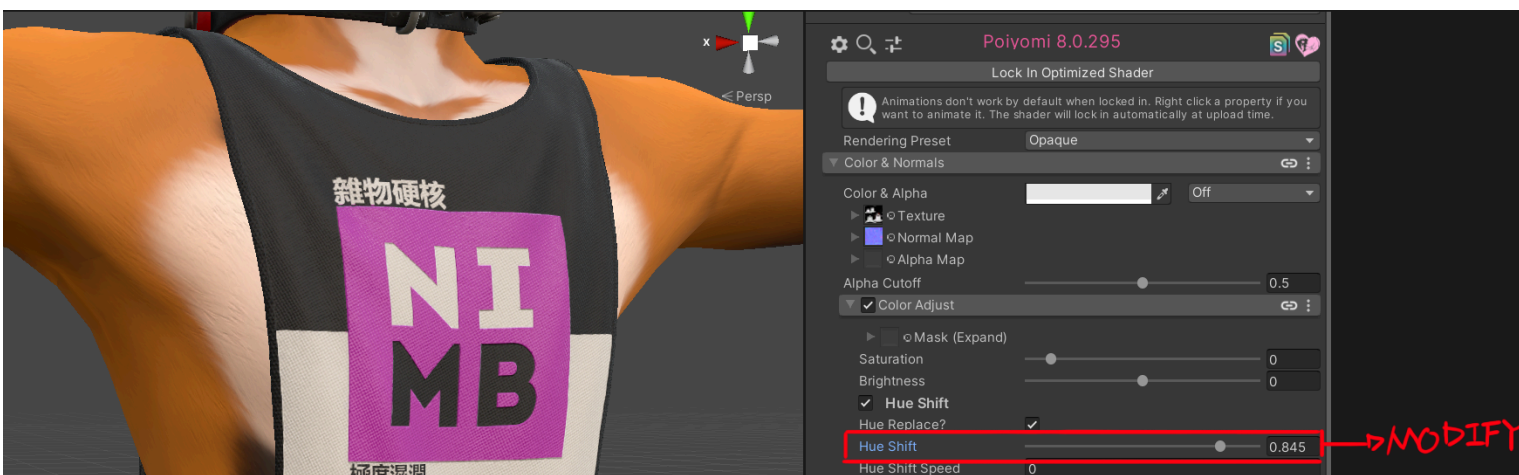
7. Find the correct material you'd like to use (they are organized by name). Drag and drop it onto the mesh.
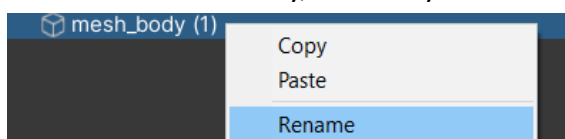

8. (Optional) Select the material, and tint it to whatever color you like.
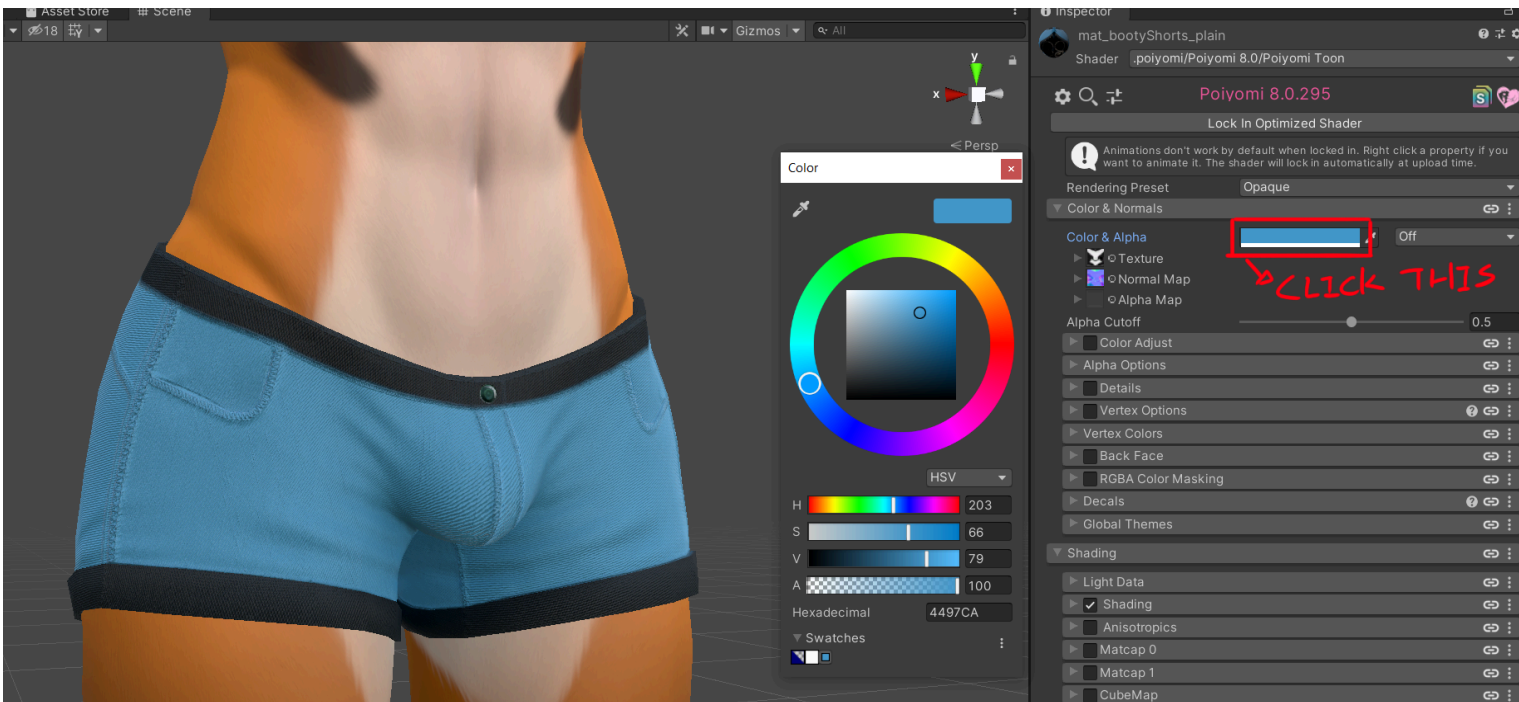
9. (Optional) Some materials already have color present, in that case you can use the "Color Adjust" feature to change color. (Mainly by using the "Hue Shift" slider.)
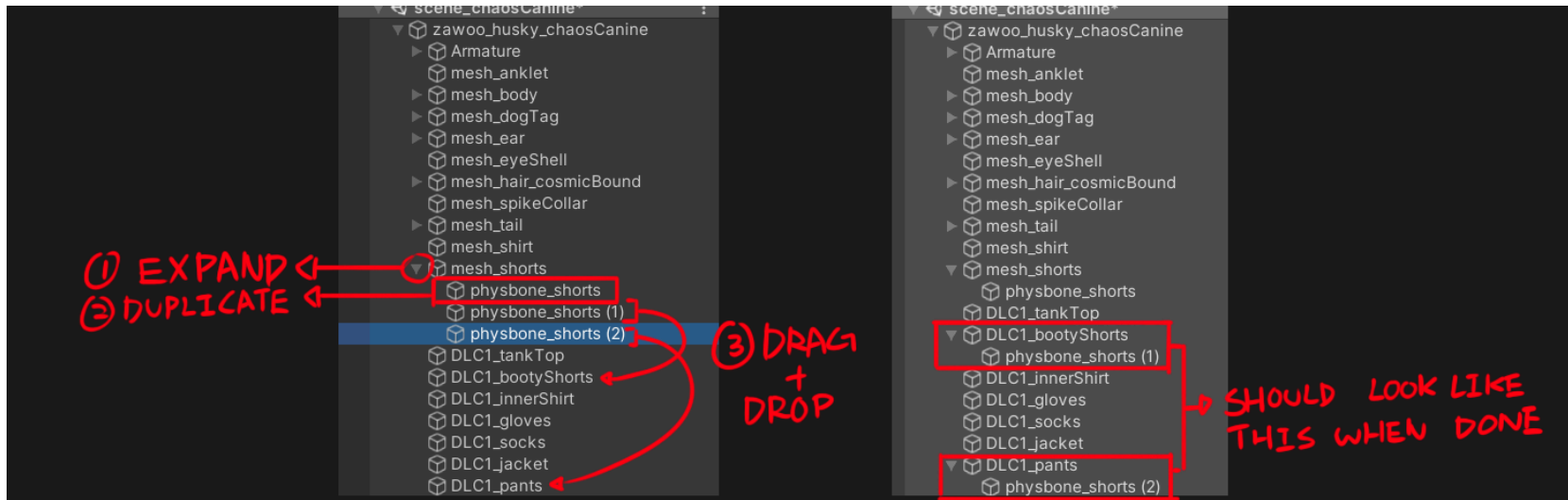
10. In the hierarchy, rename your clothes to something more reasonable.

11. Repeat step 2 to 10 until you've completed the outfit.

12. (Optional) If you want jiggle physics on your bulge, expand the gameobject "mesh_shorts", duplicate "physbone_shorts" and drag the duplicated object into "DLC1_pants" and "DLC1_bootyShorts".

13. And that's it!

Setting Up Toggles after manual installation.

There are a few ways to set up toggles. The default way is to do so manually, but you can use Unity scripts to automate this process.

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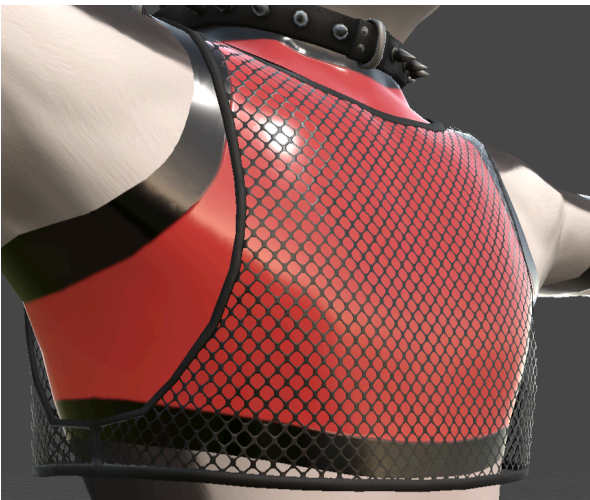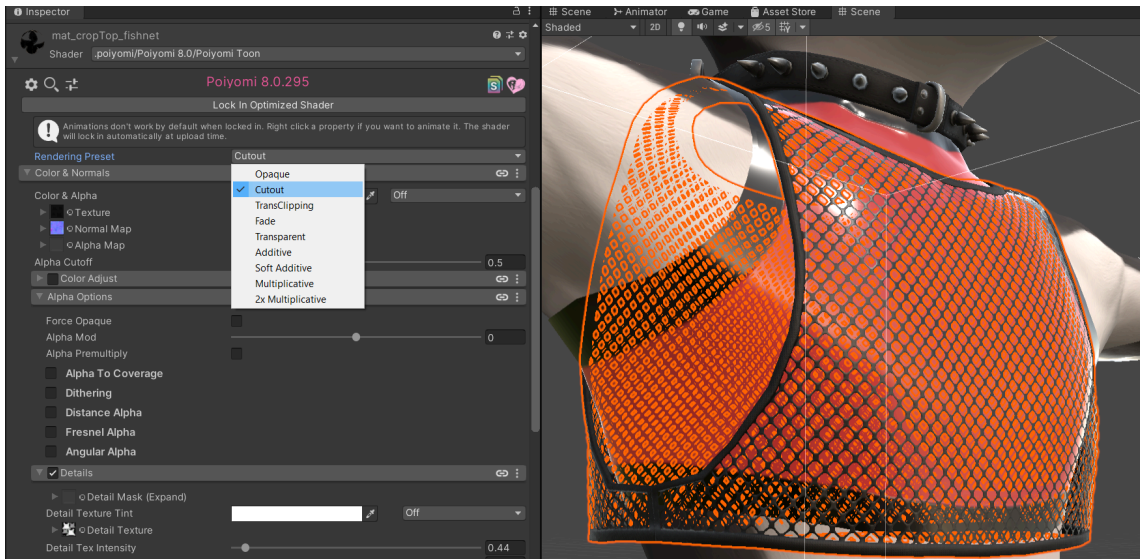VRChat Toggle Assistant is a tool that automates the process of creating toggles.
VRChat Toggle Assistant: https://shatteredfur.gumroad.com/l/vrctoggle

Addendum

- **If you run into a bug where the default crop top looks weird with the inner shirt:**

You can fix it by changing either (or both) clothing's material's rendering mode to "cutout". Like so.

And the issue will be fixed.

(Using cutout rendering mode causes the holes on the fishnet to change size as they move away from the camera, like many other things in real time rendering, it's a trade off between performance, visual quality and versatility.)