

How to Switch to Rammy

This is already set up for you as a simple toggle in your Action Menu. When in game, go to “Colors” and look for the Rammy toggle.

Guitar

How to Play Your Guitar

Please note that the guitar does not actually play sound, but rather, it functions as a fancy air guitar, to mimic the motions.

There are two included ways for you to play your guitar.

In “Hand” mode, the fret will be attached to your non-dominant hand, so that you can freely move the guitar around in space and strum with your other hand.

In “Hip” mode, the guitar is attached to your hip, and by positioning your non-dominant hand on the fret and performing the “Fist” gesture, you will lock the rotation of the guitar to that hand.

From here, you can freely move your hand up and down the fret to mimic the action of fingering.

To release the rotation of the guitar, perform the “Open” hand gesture.

Toggle “Left-Handed” to switch between Right and Left-hand guitars. This works on all modes.

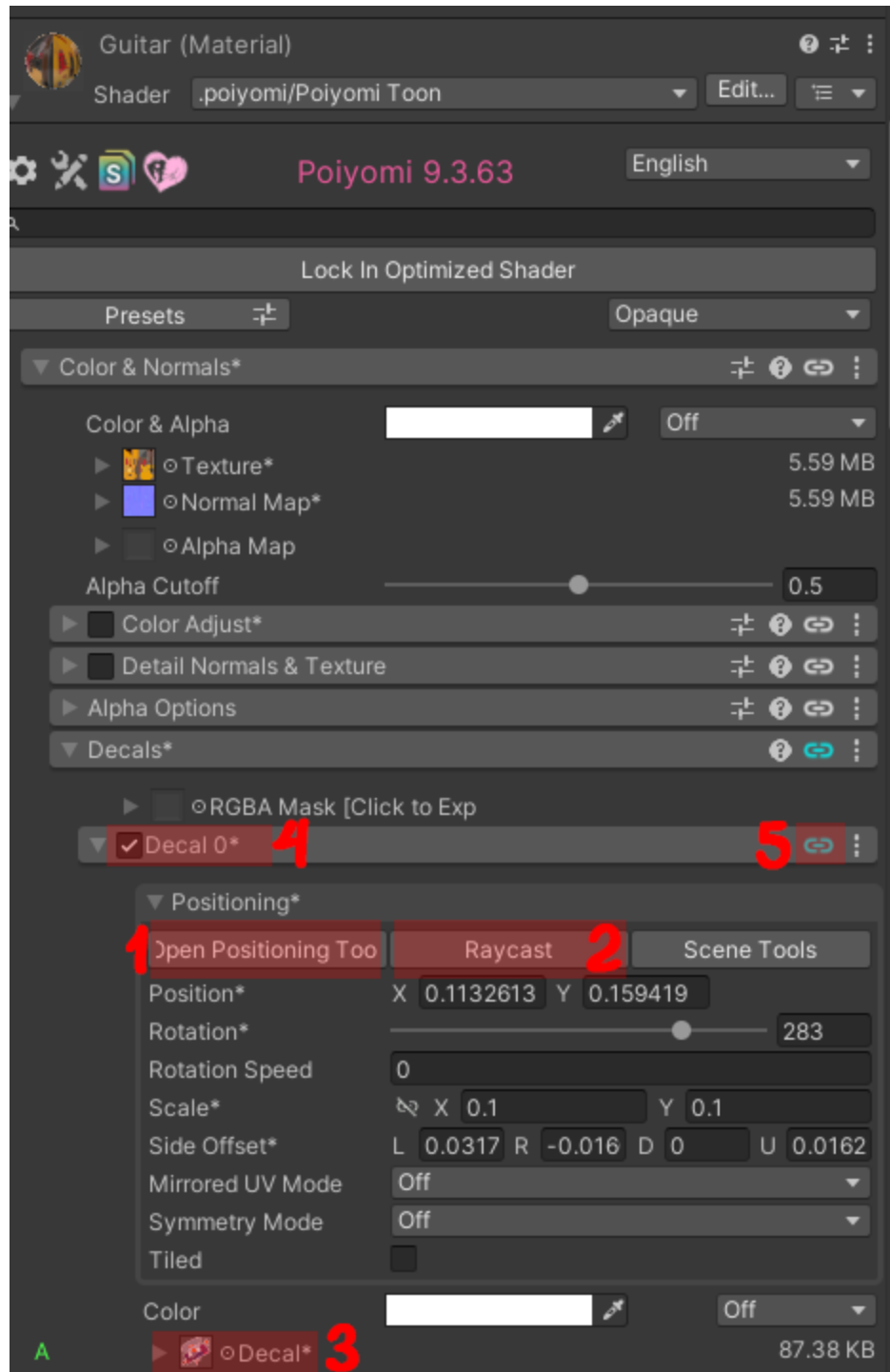
How to Customize Your Guitar Stickers

Your Stickers are automatically linked between Lammy, Rammy, Left, and Right-handed versions of the guitar. So, you will only need to set them once for all variations. (If you would like to unlink your stickers between Lammy and Rammy, please see below.)

Select the Guitar located above Lammy in your Scene.



In Unity's Inspector panel, scroll down, and you will see the Material you want to edit.



You can customize up to 4 stickers for your guitar!

To change the position, rotation, and scale of your sticker, click on the “Open Positioning Tool” (1). This will open a window that shows the guitar texture, where you can use the white gizmo to move the sticker around freely. For best results, place your sticker on a flat part of the guitar (the front, back or fret)

For easier placement, click the “Raycast” button (2) and then simply move your mouse cursor to the desired position on the guitar and click. You may still need to use the “Open Positioning Tool” for rotation and scale adjustments.

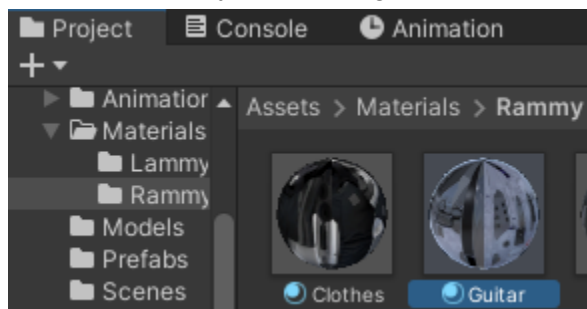
To change your stickers, find the “Decal” texture slot (3), click on the little circle next to the preview, and pick any one of the 17 included stickers that best fits your vibe, or any custom ones you may have added to your project.

Uncheck the “Decal #” box (4), if you do not wish to use all your sticker slots, or any at all.

How do I set unique stickers for Rammy?

Find and click the blue link (5) and click Remove in the window that pops up and Done.

Now click and drag Rammy’s guitar material (located in the Project tab under Materials/Rammy/) onto the guitar in the scene.





Then simply follow the same process as above.

Sticker designs provided by:

Nova Prowler [@nova-prowler.bsky.social](https://bsky.social/@nova-prowler)

Judbud [@judbudd.bsky.social](https://bsky.social/@judbudd)

Crickochet [@crickochet.bsky.social](https://bsky.social/@crickochet)

Videogame

Punky

Optional NSFW Content

By default, this avatar does not contain NSFW options, so they must be added separately.

It's a very simple process.

- Download the NSFW Unity Package here:
<https://mega.nz/file/v8xlGZSB#ZBCFrE5SJ7vZxGFTZzmhBsOG5Jnr9UAqXzo2ilYs0t8>
- Once you have the base version of the avatar imported and set up, import the NSFW package into your Unity Project.

- In your Project tab, Find the “_NSFW/Prefabs” folder, and simply drag the NSFW prefab into the “Extras” folder on the avatar in the Hierarchy.

What the NSFW Package provides:

- Enables toggles to take off Lammy’s shirt and underwear (Clothes Menu)
- Vaginal Control (Body Adjust menu)

You do not need to do anything to set up these features. Simply placing the NSFW prefab in the “Extras” folder will create the new toggles and sliders.

How To Wear the Beanie and Charms

The Beanie and Charms are separate Prefabs. They are enabled by default, but if you need to remove them, for performance reasons, simply delete them from the “Extras” folder on the avatar, and re-add them from the “Prefabs” folder, if necessary.

Blender

Face Rig

In the “Extra Rig Stuff” collection, there is a Face Rig available to animate Lammy. This is primarily for use within Blender or to generate new expressions for VRC. This rig should not be exported for VRChat.

Face Shape Keys

Because of the aforementioned Face Rig, you may notice that Shape Keys do not affect the Face geometry. This is because there is a SurfaceDeform modifier on the Face. If you want to use or check Shape Keys, go into your Modifier tab, and disable the SurfaceDeform modifier (don’t delete it).

And vice versa, if the Face Rig is not affecting the Face geometry, please enable the SurfaceDeform modifier.

Export

There are a few groupings for Export when modifying your VRC avatar, which I tried to group up to be intuitive.

Lammy.fbx

-Select and Export the Green collections

NSFW.fbx

-Select and Export the Yellow collection (and the green Armature)

Guitar.fbx

-Select and Export the Pink collection

The Accessories located in the “Extras” VRC folder

-Select and Export each accessory and its respective Armature (there is no armature for the Beanie).

Export Preset

Included is an FBX Export Preset script for Blender that can be added to your Blender directory to help with the export process. Grab the “VRC_FaceSmoothing.py” file and place it in the following directory on your computer:

C:\Users*UserName*\AppData\Roaming\Blender

Foundation\Blender*YourVersionNumber*\scripts\presets\operator\export_scene.fbx\

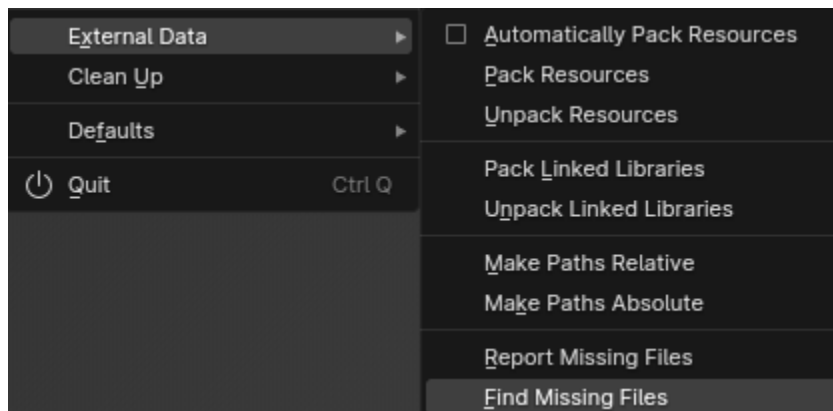
Now, if you want to export and replace any existing FBX in your Unity VRC project, this will ensure compatibility.

Extras

There is a complete body model of Lammy located in the “Extras” collection, if you don’t want to deal with the parted-out model used for VRChat.

Textures

Textures are not packed into the Blender file. Instead they reference the Unity project directories. To link up the textures, use the “External Data -> Find Missing Files” option (found in the File menu) in Blender and point it to the “Textures” folder in your Unity project.



You’ll also need to hook up the Image Texture nodes to the Shader node if you want to do any renders inside Blender. Why are they disconnected? It’s to keep the file size down when exporting for Unity.

You can use the Blender Add-on “Node Wrangler” to easily connect the Unity textures to the Shader.

Substance

Rammy modification layers are marked in Blue.

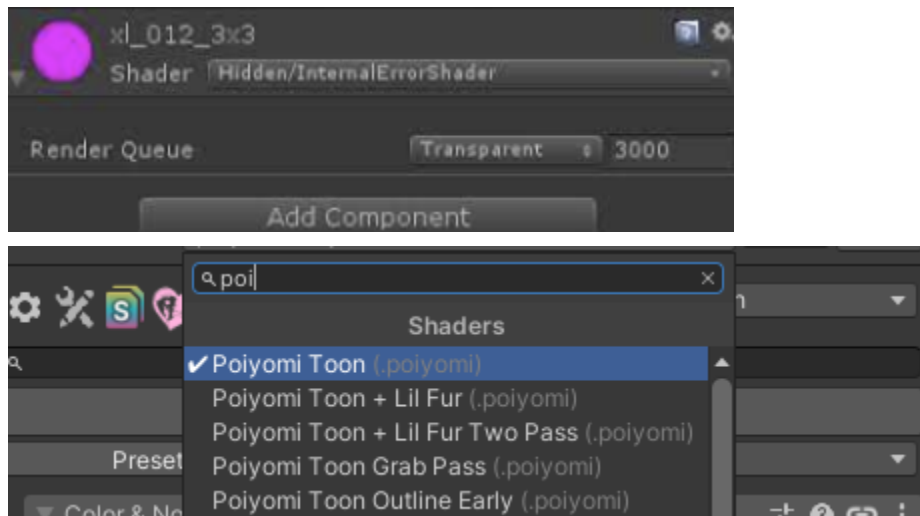
FAQ

My models are pink. How do I fix that?

Have you installed the Poyomi toon shader?

<https://www.poyomi.com/download/#method-2-creator-companion>

If so, the shaders may have been corrupted. Select the affected Materials in your Asset List, click on the Shader drop down menu in the Inspector panel, search for Poyomi, and select the latest Poyomi Toon (9.3 or later).



Why are there no NSFW features?

Please refer to the installation instructions up above, in the “Optional NSFW Content” section

To be in compliance with the terms of the online stores, this avatar does not contain any NSFW options by default.

Why Can't I Take Off Her Shirt?

That's part of the Default SFW limitations. Please refer to the installation instructions up above, in the “Optional NSFW Content” section

Unity Says There Are Missing Scripts

Double check to see that you have both Poiyomi and VRCFury installed