

Shion VRChat setup (v1.1):

Shion - [Tensei Shitara Slime] comes in **3 parts**, if you have bought the entire package, you will have access to these items :

1. Shion_VRC.unitypackage - <https://codealdnoah.booth.pm/items/1324177>
2. Rimuru_VRC.unitypackage - <https://codealdnoah.booth.pm/items/1321460>
3. Orc_VRC.unitypackage - <https://codealdnoah.booth.pm/items/1321429>

If you have bought this individually, you will only have one of the above, the instructions still apply.

Importing Shion_VRC

Follow these instructions ; in order.

- Create new unity project,
- Make sure your unity version is **Unity 2017.4.15 LTS**
- Import **VRChatSDK** (get this from vrchat.net)

 VRCSdk-2019.04.01.10.09_Public	4/12/2019 5:53 AM	Unity package file	7,295 KB
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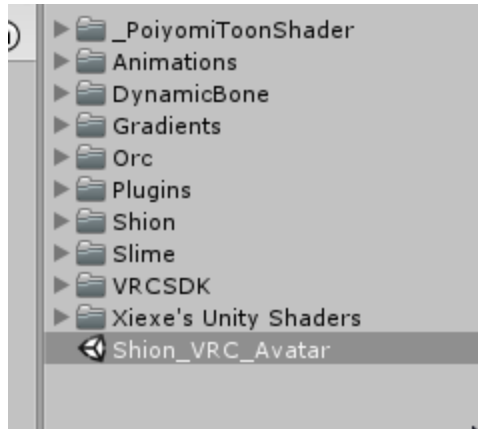
- Import **Dynamic bones** (Optional)(purchase from the unity asset store / needed for hair and jiggle physics)

 Dynamic_Bone_1.1.8	2/25/2019 1:37 PM	Unity package file	1,642 KB
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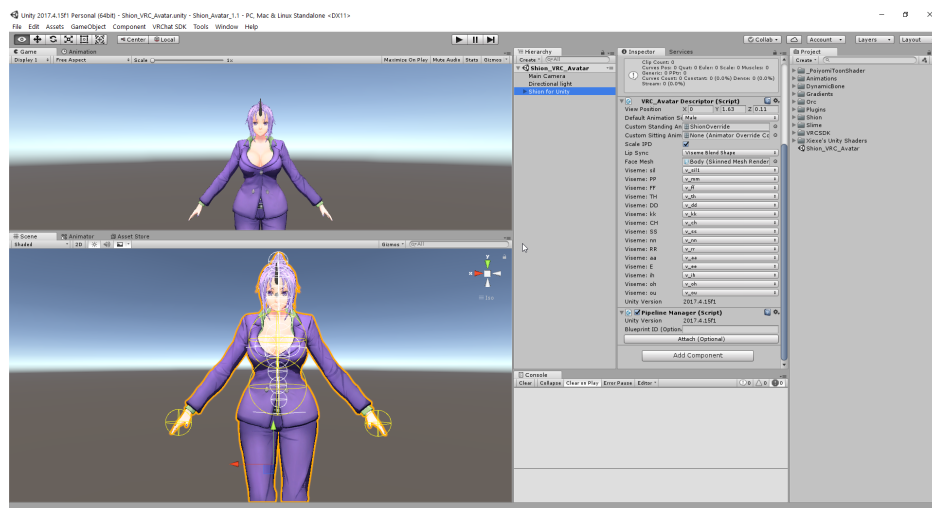
- Import **Shion_VRC**

 Shion_VRC_1.1	4/17/2019 1:54 PM	Unity package file	29,322 KB
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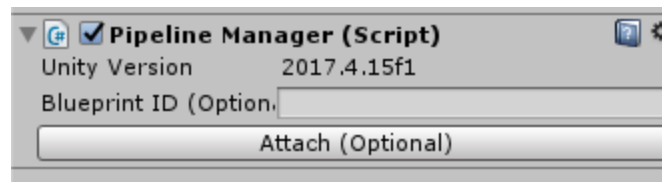
- "Double click : "**Shion_VRC_Avatar**"



Once you have completed those steps, your avatar should look like this :

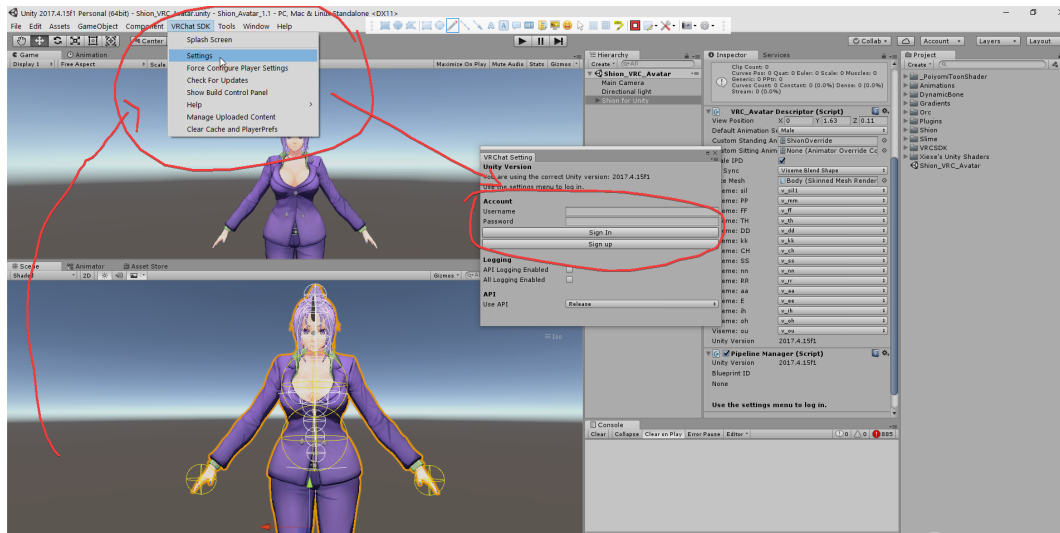


If you get a blueprint error, just make sure the **pipeline manager** is always detached (just click the button, make sure it looks like the screenshot)

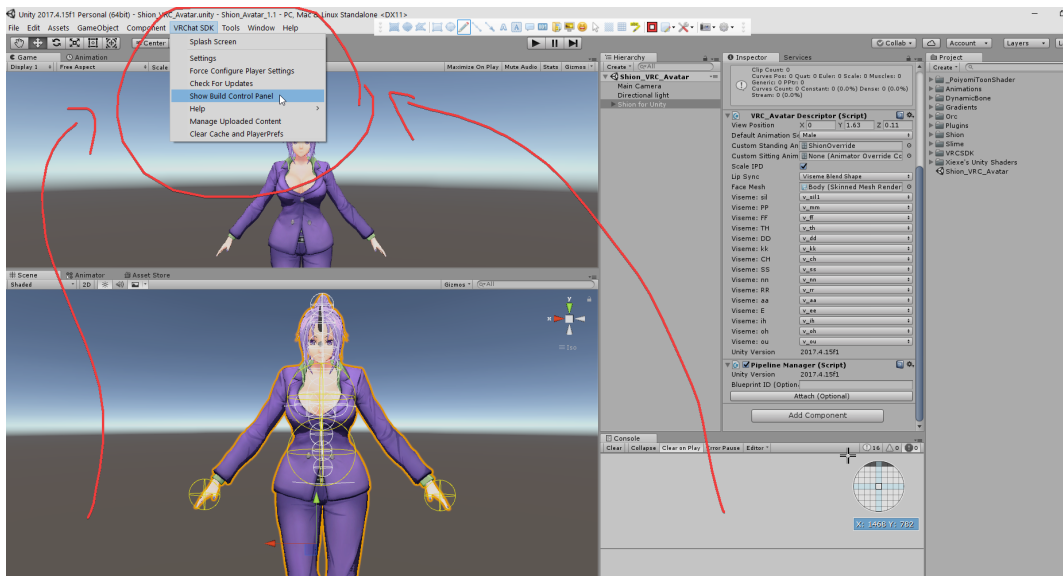


Now, upload this to VRChat

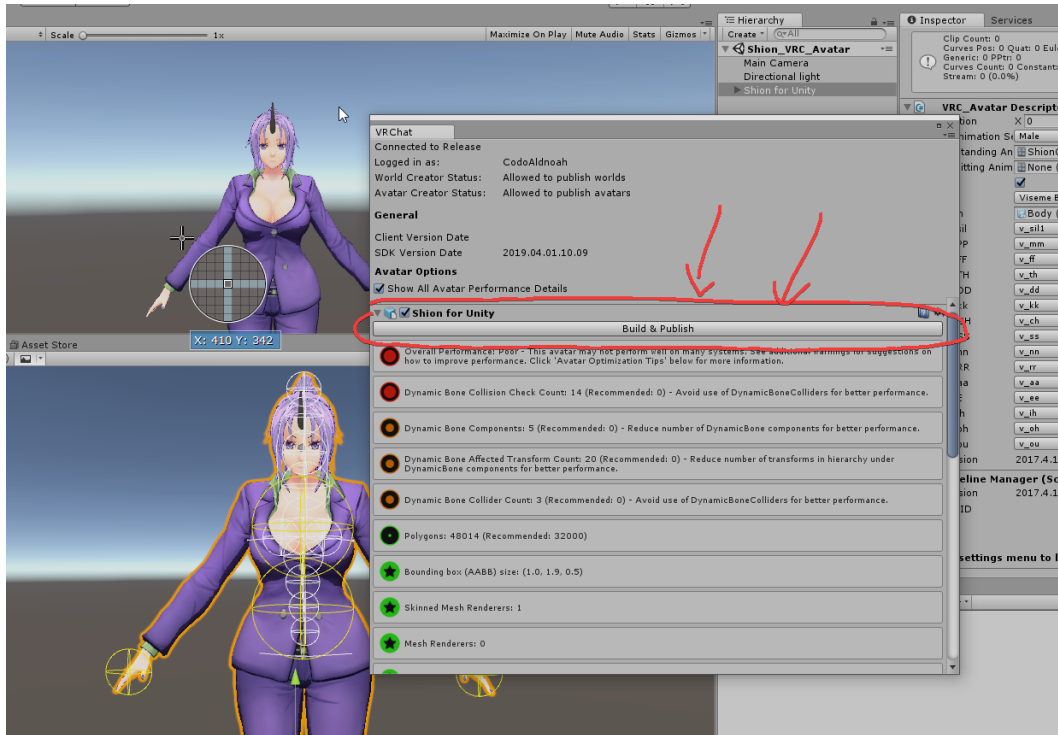
Sign in first,



Then press this



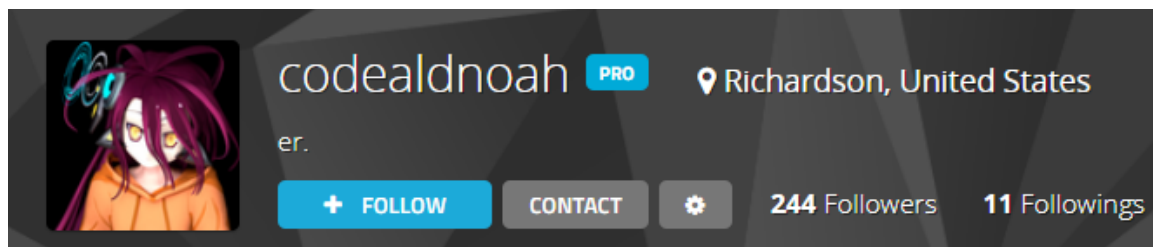
And press “Build and Publish”



The above instructions applies to Rimuru and Orc as well, just re-follow those steps.

Thank you for supporting us.

Don't forget to follow CodeAldnoah on sketchfab to receive future updates (<https://sketchfab.com/deuschanz>)



Follow me on BOOTH.pm too (<https://codealdnoah.booth.pm/>)

+ Follow



codealdnoah ▾

Join our support discord! : <https://discordapp.com/invite/mytQvXZ>

Model and Textured by CodeAldnoah,

Discord ID: UMR#9861

VRChat import by Scena

Discord ID : Scena#1674
