

VRC Avatar Upload

Before you can upload custom avatars, you need to make sure your VRC account has been granted access to do so, by raising your “Trust Rank”. This means you need to spend some time within the game.

<https://docs.vrchat.com/docs/frequently-asked-questions#why-cant-i-upload-content-yet>

Once you have access, follow these steps.

Getting started:

- Download and install the VRC Creator Companion:
<https://vcc.docs.vrchat.com/#download-it>
- This avatar uses Unity 2022.3.22f1. You need this **exact** version for the avatar to work correctly. You can install it through the Creator Companion, or get it from this direct link:
<https://unity.com/releases/editor/whats-new/2022.3.22>
- Download the provided Avatar .unitypackage file

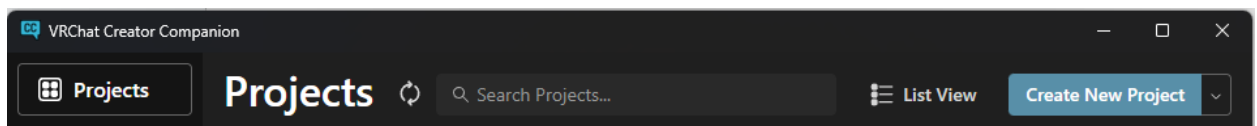
Add-Ons

This avatar **requires** the following add-on packages. Once you have the Creator Companion installed, click these links and follow the brief instructions to add them to your Creator Companion.

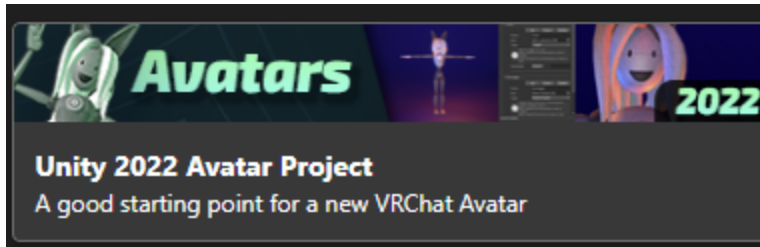
- Poyomi Toon Shader -
<https://www.poyomi.com/download/#method-2-alcom--creator-companion> (follow the “VRC Creator Companion” instructions)
- VRCFury - <https://vrcfury.com/download#how-to-install-vrc-fury>

Once you have the Creator Companion, Unity and add-ons installed:

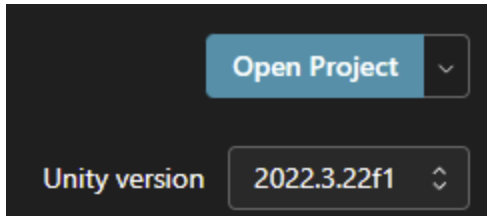
- Inside the Creator Companion, click on Create New Project in the upper right



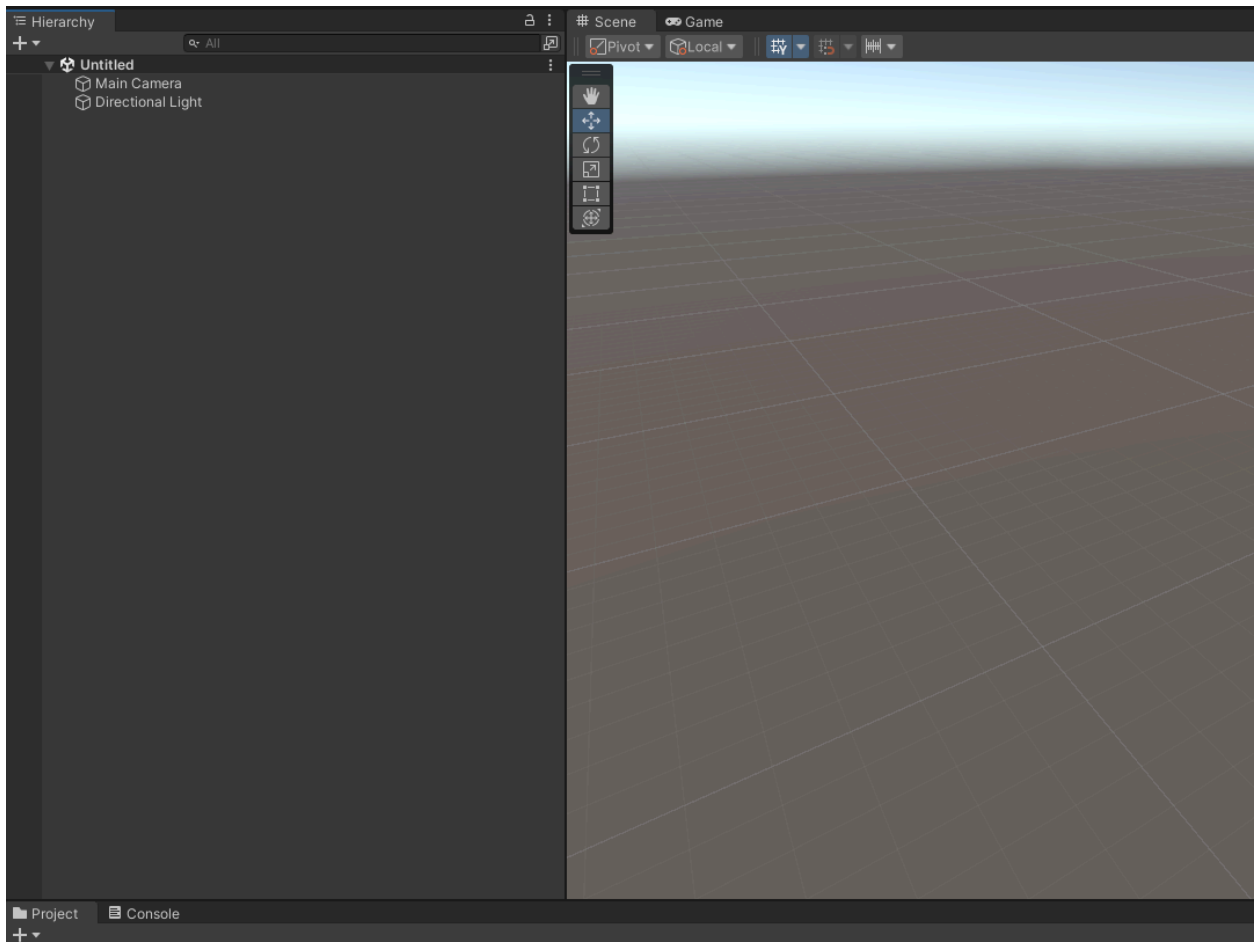
- Choose the “Unity Avatar 2022 Avatar Project” template, fill in the project name/directory information, and click “Create Project”.



- In the next screen, click “Open Project” and make sure the Unity version is set to 2022.3.22f1



- The Unity Editor will now Open and should look something like this:



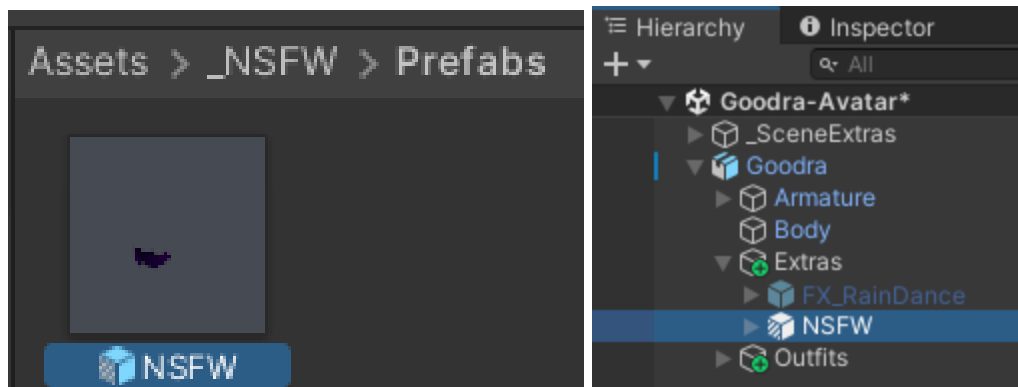
- Import the Avatar UnityPackage | Assets -> Import Package -> Custom Package

- In the Window that pops up, locate and open the UnityPackage. In the next window, click “Import” at the bottom right corner.

Optional NSFW Content

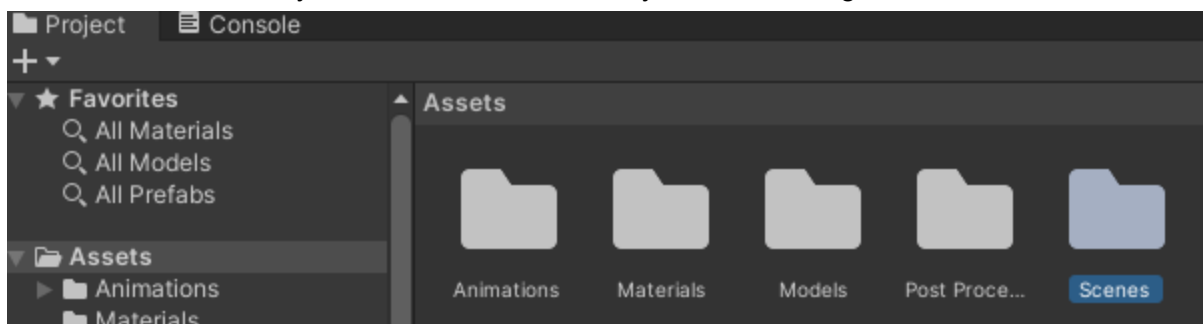
By default, this avatar does not contain NSFW features, so they must be added separately. It's a very simple process.

- Download the Unity Package here:
<https://mega.nz/file/Wgpl1BrZ#ATuOxqLyAEDlqyij-aDytb0e7lStej856-KNKk28Vzw>
- 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.

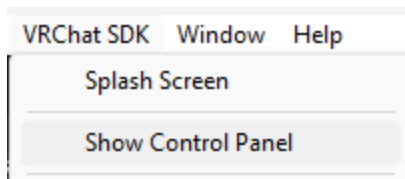


Uploading your Avatar

- Open the provided ***_Avatar.unity scene:
 - In the bottom half of the screen, in the Project tab, double click the “Scenes” folder, and Unity Scene file in that folder by double clicking.



- Open the VRChat Control Panel(Within Unity):
 - From the “VRChat SDK” drop down menu, click “Show Control Panel”



- Fill in the information in the “VRChat Control Panel” window that pops up:

VRChat SDK

AuthenticationBuilderContent ManagerSettings



▼1.

Prepare Your Content

Selected Avatar

Avatar▼

Visibility

Private▼

Name*

Enter your avatar's public name...

Content Warnings

0/5 Selected▼

Description

Enter your avatar's public description...

No Image

Select Image

Capture In Scene

▶2.

Review Any Alerts

▼3.

Build

Build Type

Build & Publish Your Avatar Online▼

Platform(s)

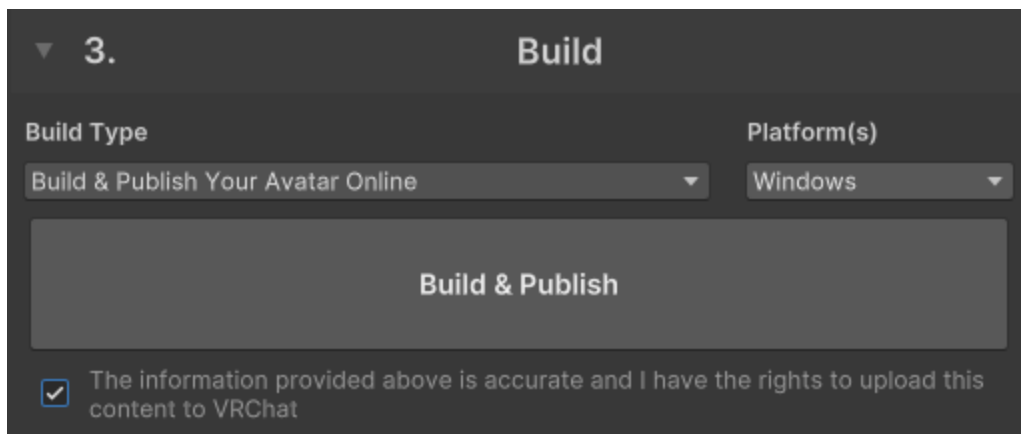
Windows▼

You must accept the terms below to upload content to VRChat

☐

The information provided above is accurate and I have the rights to upload this content to VRChat

- Authentication Tab:
 - Log in to your VRChat account (Email and password)
- Builder tab:
 - 1. Prepare Your Content
 - Set your avatar name and enter an avatar description (optional).
 - **Be sure to keep the avatar visibility set to Private.** (people will still be able to see your Avatar, but keeping it set to Private prevents other people from downloading it off of you)
 - Where it says “No Image”, click either Select an Image or Capture in Scene to make a thumbnail for your upload.
 - 2. Review Any Alerts
 - You shouldn’t need to worry about this section if you’re uploading the avatar as I’ve prepared it. If/when you’ve started modifying it, pay attention to any issues here.
 - 3. Build
 - Check the box that says “The information provided above is accurate” and then click the big “Build & Publish” button.

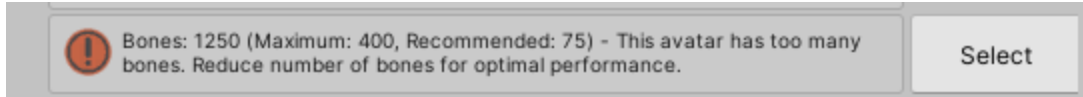


Once done, open up VRChat and find the avatar in your Avatar menu!

Frequently Asked Questions

Why are there so many bones?

Each optional component (clothes, etc) has a full copy of the skeleton, to make customizing your avatar in Unity as painless as possible. This project uses the VRCFury add-on that, among other things, merges these components together when you upload, so you don’t need to worry about the bone count at all.

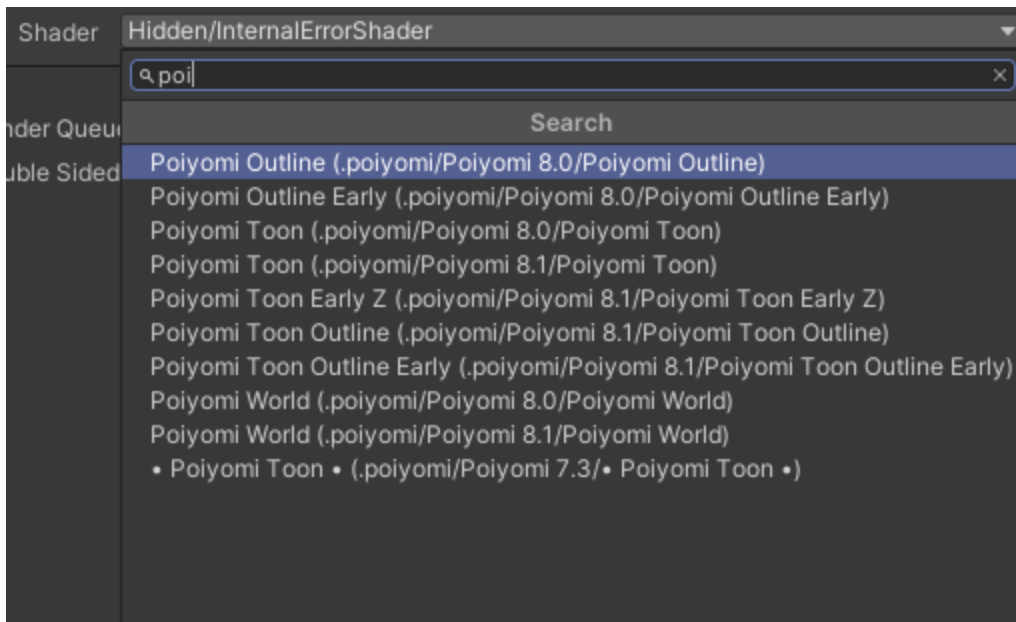
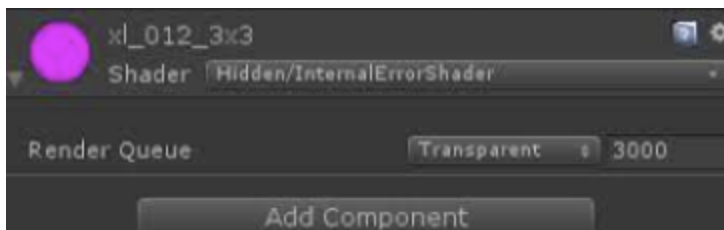


My models are pink. How do I fix that?

Have you installed Poiyomi toon shader?

<https://www.poiyomi.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 Poiyomi, and select the latest Poiyomi Toon (9.1 or later).



Why are there no NSFW features?

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

Why is my outfit not moving with my character when I upload?

It's likely you dragged the Model onto your avatar, instead of the Prefab. Double check to make sure you grabbed your item from the "Prefabs" folder.

Additional Help

If your problem is not in the FAQ, feel free to contact me on Discord or Twitter.

Thank you!

<https://twitter.com/ChunkerBuns>