# Steps to add hoodie to a pre-existing Zorrix avatar

You are able to use the two prefabs provided in the unity package of the Base Zorrix with hoodie and Zorrix with hoodie and all other clothing if you have the Zorrix package in the same project and then modify those prefabs to meet your needs.

But if you would want to add the hoodie onto a pre-existing character complete with all its functionality you will need to take a number of steps to do so.

I have included BirdiePeep's Avatar Outfits script which will assist in adding the new clothing to an existing avatar. https://github.com/BirdiePeep/VRCAvatarOutfits

Transfering the hoodie gameobjects onto your custom avatar

1. Open the scene with your character in it.

2. Drag "Zorrix Base With Hoodie For Merging" prefab into the same scene, its location does not matter.

3. Select the Merging prefab and Fill in the top fields,
   a. Avatar = your custom avatar in your scene
   b. Base Prefab = the prefab you are using for your avatar (Not in the scene, find in the project folder) you may need to create one if you have not already for your custom avatar
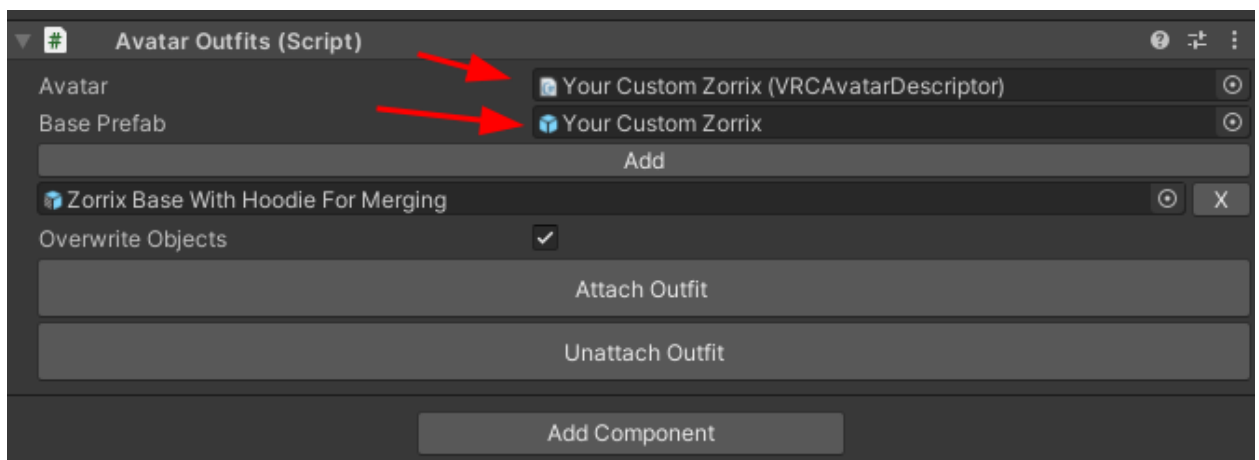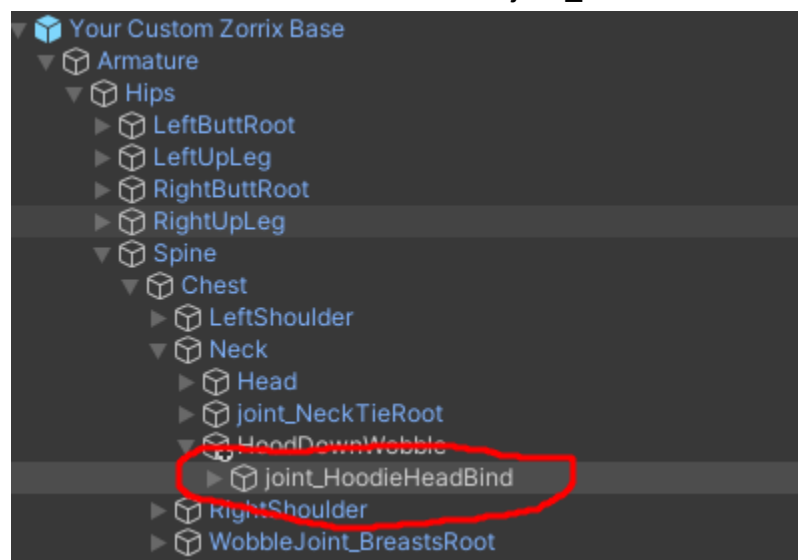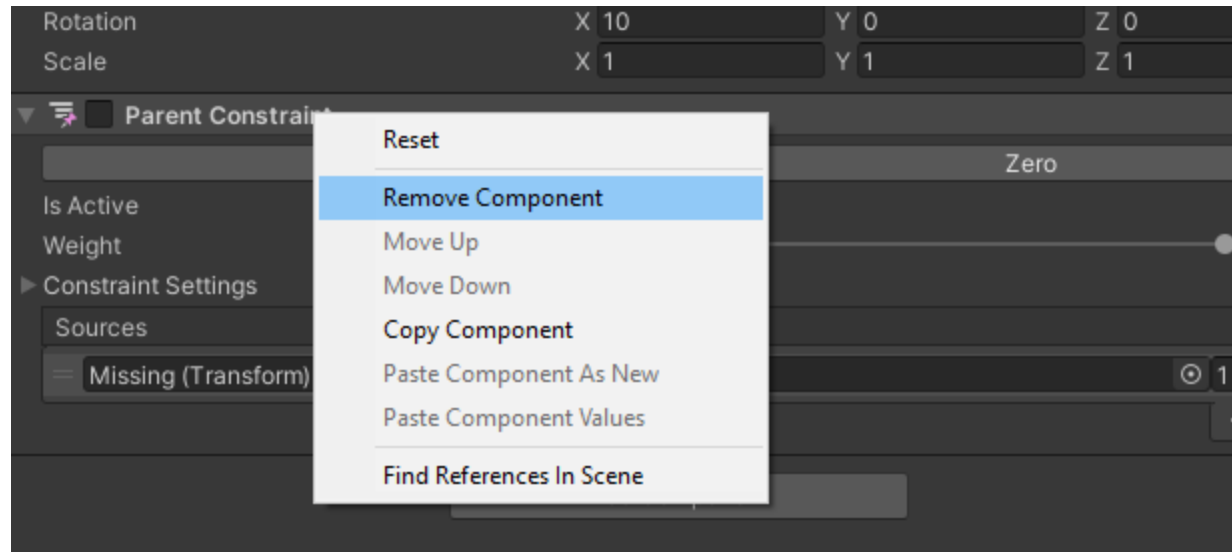

4. Click Attach Outfit

Now the hoodie mesh, joints, physbones and contacts have been transferred over to your avatar, you should immediately see it appear on your character. You can delete the Zorrix base with Hoodie prefab from the scene now.

But the script did not transfer things perfectly, a number of objects need tweaks to properly transfer over the hoodies functionality

5. Navigate into the Zorrix Armature and find the joint_HoodieHeadBind

6. Remove the parent constraint with the missing transform

Rotation	X 10	Y 0	Z 0		
Scale	X 1	Y 1	Z 1		

Parent Constraint

Reset
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Find References In Scene

Zero

Is Active
Weight
Constraint Settings
Sources
Missing (Transform)

7. Create a new parent constraint and add a single source, the head joint of your avatar. Then click the activate button, this will lock the head bind in the proper place.
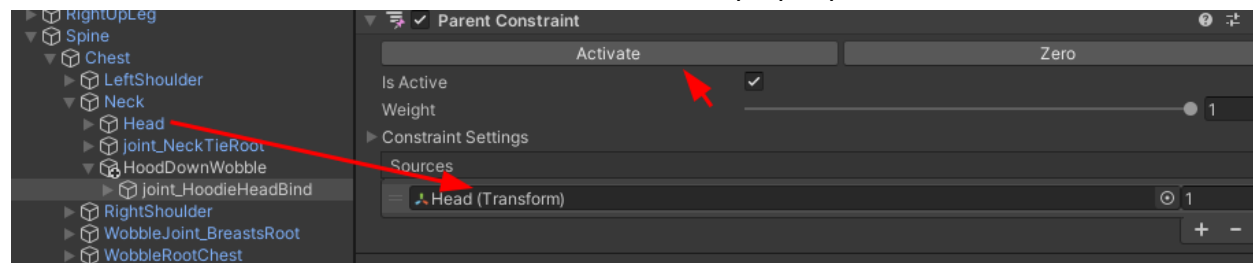

8. Find the drawstring joints for the hoodie, and then add the chest physbone collider to their colliders list so it will collide with the avatars chest properly
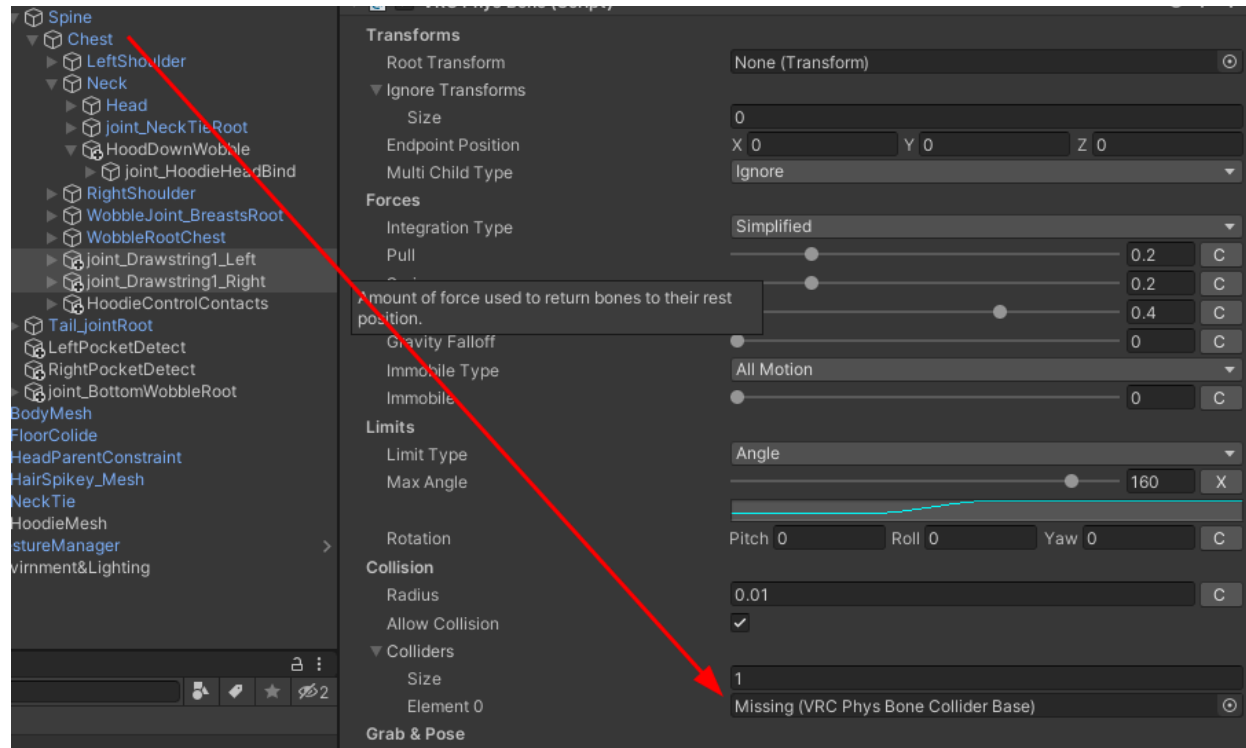
9. In order for the Zorrix hair and cheeks not to clip into the hood when worn and animate when taking the hood on and off you will need to check "is animated" on HeadWobbleRoot & HairTuftsRootJoint objects under the head hierarchy
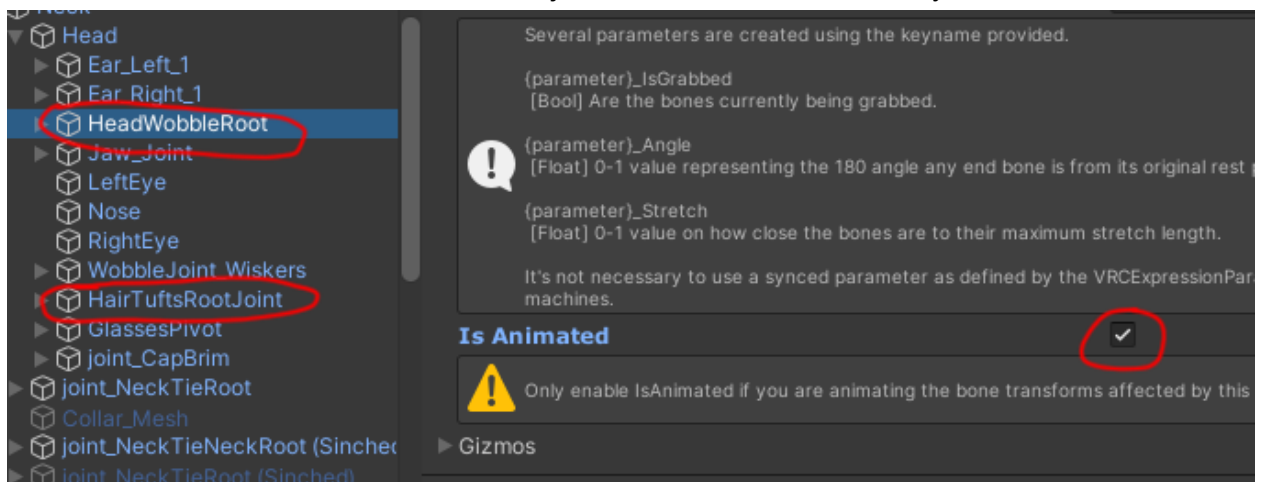
10. Find the left and right pocket joints and set their position constraints to the corresponding hand so the pockets will work.
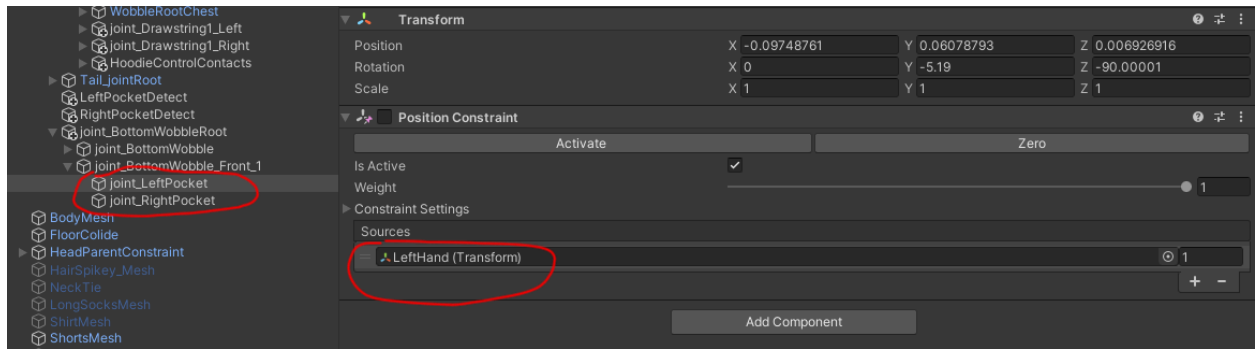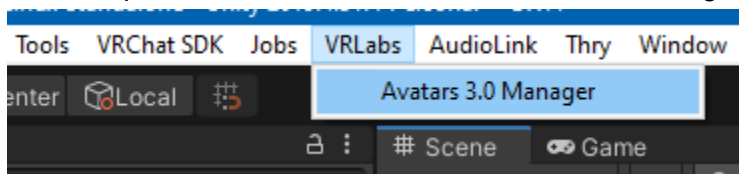
11. Apply any blendshapes to the hoodie mesh that you changed on the base Zorrix avatar body so it will fit without clipping
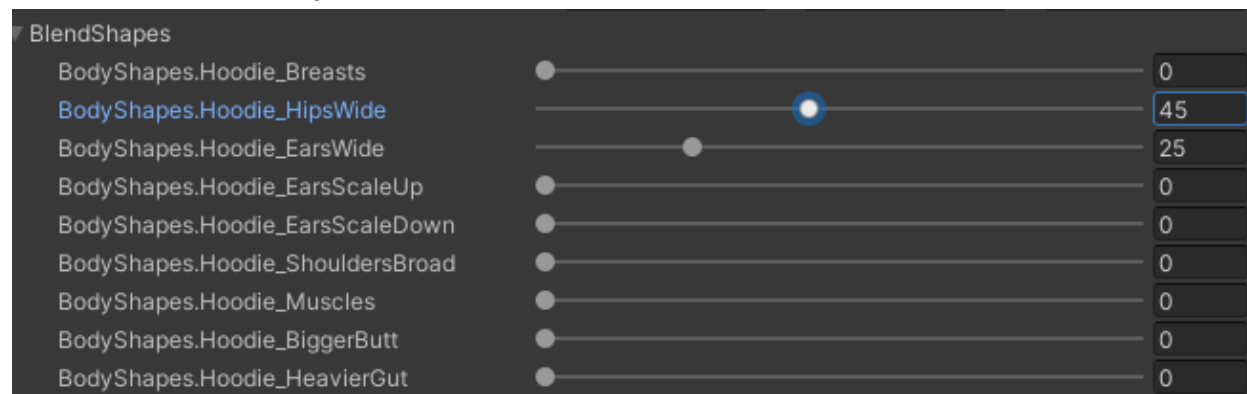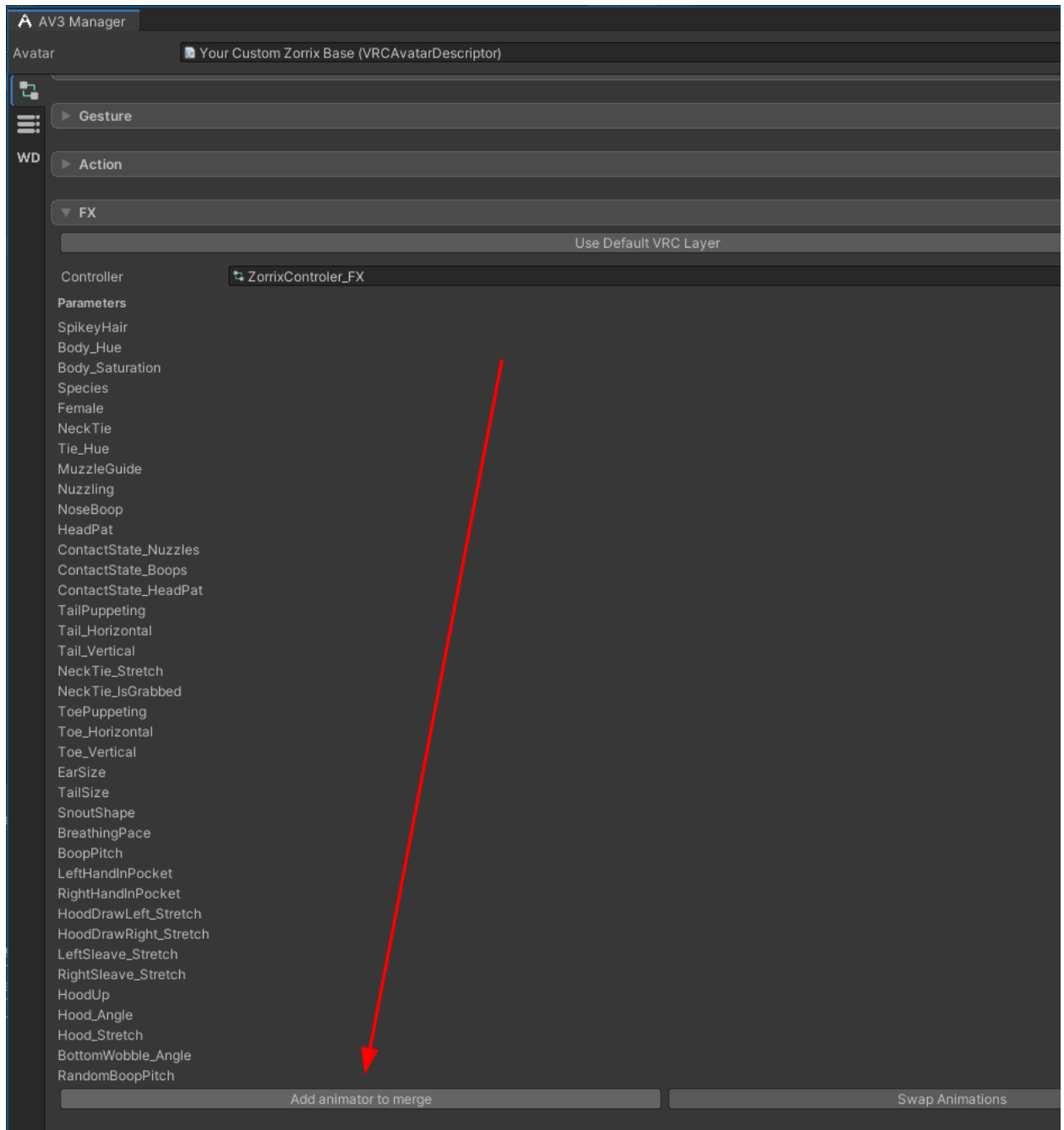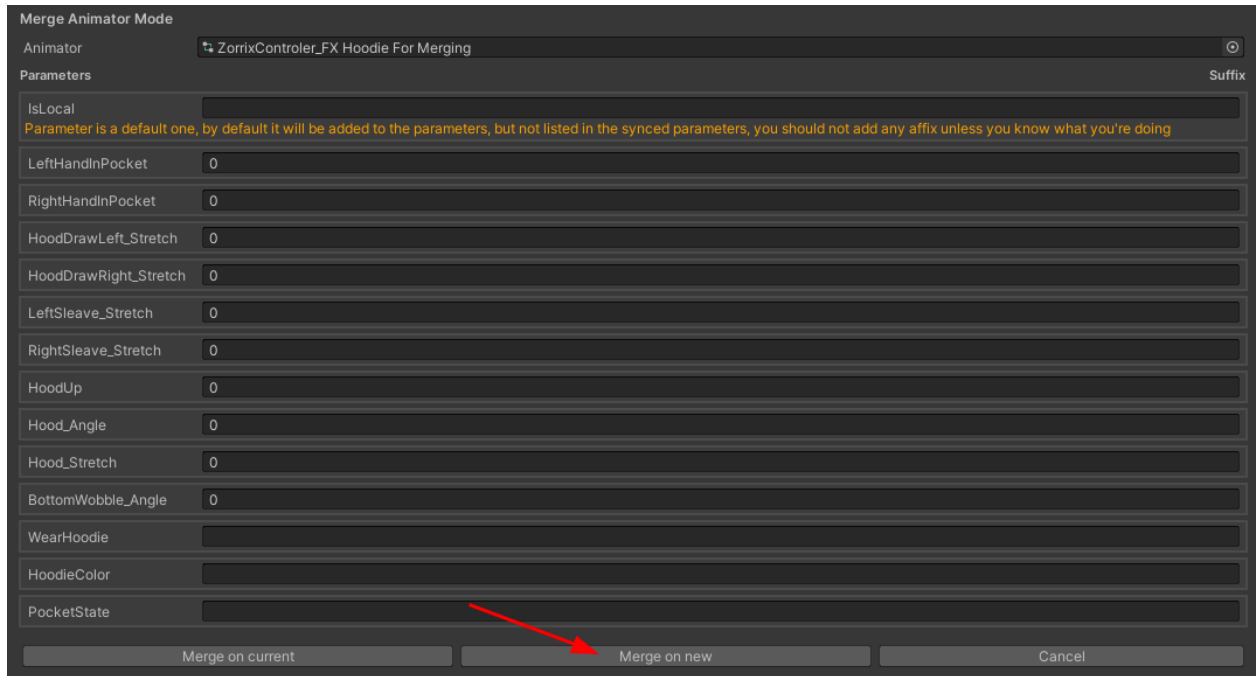

1. On the top menu bar find VRLabs > Avatars 3.0 Manager and open it

2. Drag your avatar into the top field then open the FX tab and scroll down to the "Add animator to merge" button

3. Find the "ZorrixControler_FX Hoodie For Merging" controller, this one has only the parameters/layers we need so there will not be duplicates

4. Select "Merge on new" to create a new, combined animator with all the previous features and now the hoodie ones. You can merge on current but do not use that unless you are sure of the results.

5. Click on the three lines on the upper left to change the tab to parameters
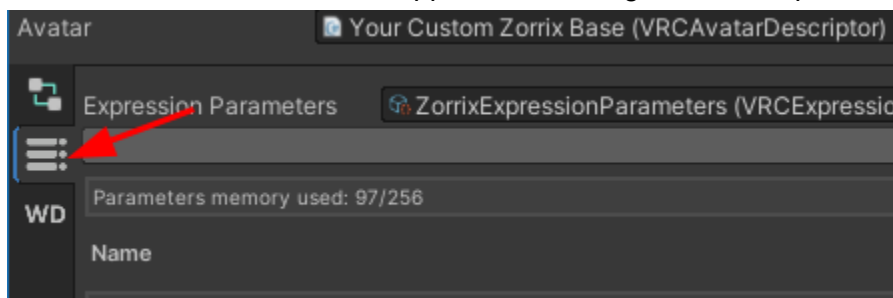
6. Scroll down and find "parameters to copy" and find "ZorrixExpressionParameters Hoodie For Merging" parameters
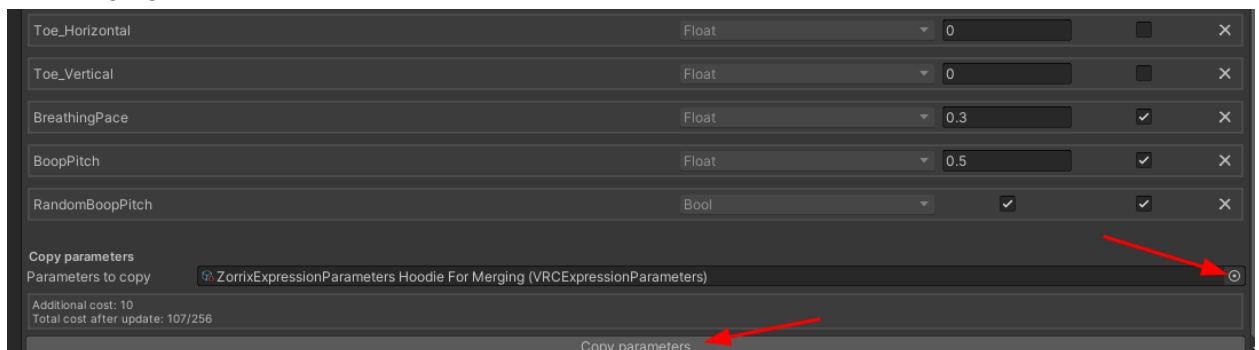
7. Click Copy Parameters, the hoodie parameters should now appear in the list.

The hoodie is now added as both game objects, animator layers and parameters! This allows all aspects of the hoodie to function with your custom character, the only step remaining is to have the hoodie functions show up in your menu.

Adding the menu functionality

8. Open the menu object you are using for your avatar, or add it into any other sub menu you wish. Click the Add Control button to create a new blank
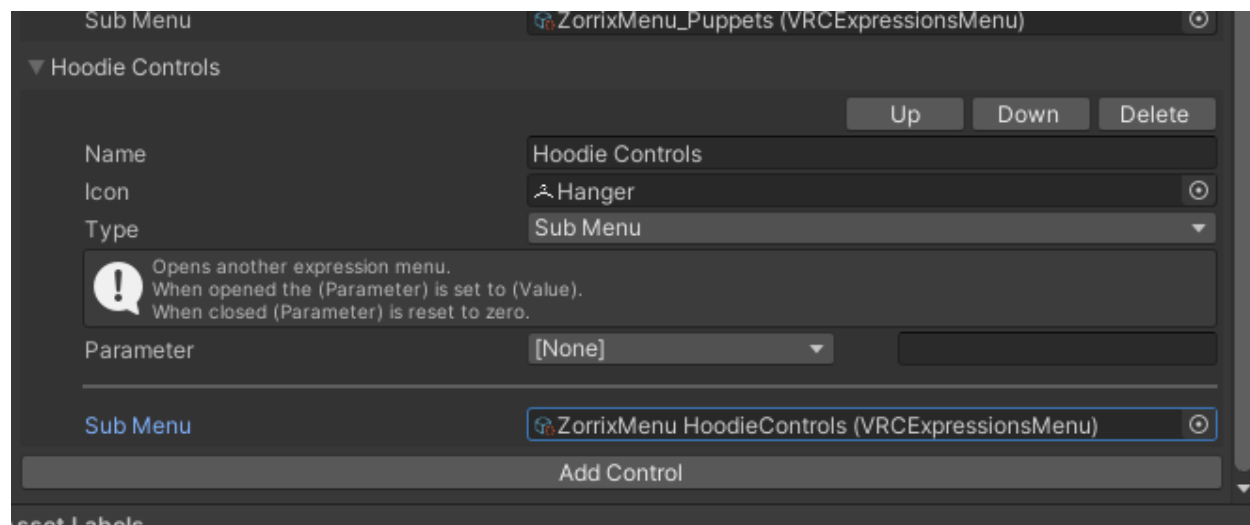
9. Add a name, icon and then change the type to Sub Menu.

10. Add the "ZorrixMenu HoodieControls" object into the sub menu slot

---

With that the hoodie and all its functions are now on your avatar, if you have any difficulty or encounter any errors contact me on discord at Wuffwick#4754 and I can assist where possible.