

Figura

To make Figura more accessible, we have a template that has some pre-made emotes accessible via action-wheel, template part options similar to the existing MPM ones, and a basic ponytail.

We have quite a few rules to help reduce style inconsistency. When suggesting we implement Figura we had multiple people mention their experiences with Figura in other servers, specifically *jarring* they can be. Our rules will hopefully reduce some of the unease and reduce the chances of us having to contact a player to tone down their model.

Height Scaling

<https://docs.google.com/spreadsheets/d/1kC8-9Jozx270eJZ9OGZB3PfMS5YpYhQkiD6w2u3uXzk/>

Rules

Models & Textures

- **Faces cannot be HD** outside of smaller details like eye highlights, and they must follow the usual style guidelines. Other HD details such as on clothes are allowed, though we request you be mindful that it keeps a low-res / 'pixely' look that would fit in Minecraft.
 - **Eyes should be still / static;** alt eye positions such as being closed or looking to the side are fine as toggles, but cannot move dynamically to look at other players automatically.
- **Core body parts (head, torso, limbs) themselves must remain cuboid like vanilla player models and more body parts cannot be added.** No cinching or expanding their waist by adding more vertices or faces, no adding necks, and absolutely no fingers or toes. It's fine for parts to be scaled wider or thinner, and the UVs can be altered to allow more/less pixels if wanted. However, **Figura body changes and additions should be for hair, accessories, prosthetics, and clothing depth, *not to change the Minecraft Players into another style entirely.***
 - Breasts and stomachs are allowed as separate *cuboid* shapes from the chest to allow for different body shapes, but they cannot have physics and cannot be 'round' looking (more sides). We don't wish to moderate or exactly define what is and isn't appropriate regarding physics.
 - Prosthetic limbs can use multiple parts of different shapes to allow for more accurate shapes.
 - Update: Cinching the waist is temporarily allowed. We will be discussing this and the limitations.
- **Splitting parts in half for joints is allowed with limitations;** however this flexibility can only be used for *custom animations and poses*. It should look like the normal cuboid limbs outside of those custom animations such as in the idle stance or when

walking/crouching. Splitting off hands or feet, such to make them larger or more defined like in Hytale's style, is not allowed. More details in Animations.

Style Guidelines



Animations

- **People cannot use 'joints' / split limbs when altering *default animations*** (ex: walking, crouching); it should be an animation possible with the normal MC model. Using the joints in these animations can cause a big style inconsistency which can throw other players off. It is however allowed for *custom animations and poses*, default ones are limited due to how frequently they will be seen. An exception can be made such as to account for mobility devices or otherwise disabled characters.
- ***Custom animations and poses can not be used during judged performances.*** Actions should be RPed out appropriately and only use actions possible by default to all players. This is to avoid giving an advantage to people just because they may have more time or ability for blockbench. Using it in regular performances or showing it in an encore after judging is perfectly fine.
- **You cannot use flashing emotes or textures**, even outside of RPs, to avoid triggering epilepsy in other players.

Extra

- **Make sure to account for Toro's official height scaling!** This will be found [\[here\]](#). Note we have Pekhui to allow for visual scaling as well if you would prefer to use that, so you do not need to edit the Figura model manually or with code. Just make sure to choose one or the other or you may be smaller/larger than planned.

- ***Do not be disruptive and use silly emotes or avatars during RPs or events.*** It's fine to play around with them OOCly away from such things though!
- **Be mindful of the level of detail so it is possible to see at default permissions;** *we will not force someone to up your permissions to be able to view.* It should be visible at default in most RP scenarios. The host or ET of an event can decide if extra detailed avatar will be allowed for stuff like parties, balls, contests, etc.
- **Non-cube low-poly shapes are fine for added details** like props, hair, and accessories! Just play try to have it fit within Minecraft's style!
- **No using sound in your Figura model!** Please do not use sounds at all for any toggles or animations in your model!