

Nardoragon FAQ

(Frequently Asked Questions)

*Thank you for opening and reading this Document.
It will save a lot of time.*

The Nardoragon “Species”

- Is Nardoragon an open species?

Nardoragon is **not its own species**, I created them based on my own interpretation / concept of fluffy dragons.

- Does Nardoragon have lore / story?

No, it's just fluff.

But I will leave that up to your own **imagination**.

There will be **no official** lore of them.

- How is “Nardoragon” pronounced?

According to SirrWolfie, it's *Nar·'dora·gone*.

Permissions

- Can I make a fursona / fursuit / drawing of Nardoragon?

Yes, as long as it's not traced or doesn't violate copyrights or any moral rules of art. Ask me if in doubt.

- Can I make custom modifications to the model (such as adding parts to the body, changing its shape, editing texture)?

Yes, but keep in mind **you are not allowed to sell, nor share any of these files.**

You can only give it for free to those who legally own the avatar.

Side Note: One to one personal commissions are allowed, it means that it's fine for a customer to commission an artist to do custom modifications to the Nardoragon for their **personal use** (remind that both of them must legally own the related avatars and assets).

- Can I make NSFW edits / drawings of my Nardoragon?

I can't stop you, but do NOT expose it to people who you shouldn't show to, respect others, public spaces, etc. Common sense.

- Can I use your model for my game / animation?

Contact me about it.

- Can I sell merch of the Nardoragon?

Contact me about it.

The Discord Server

- Where can I find/post assets for the Nardoragon? What is the Certified Fluff role?

You can do it in special channels where only users with Certified Fluff role can see. To be assigned to it, you need to purchase the Nardoragon and verify it. Check the verification process in our [instructions page](#). After verifying, you will be given a role that provides access to those channels where you can find and post assets for the avatar.

- What is the Fluff Expert role and how can I be one?

This is a small team of people who are good at helping out with avatar work! If you see an user with that role, it means they have been recognized for helping others the most with their avatar experience and knowledge!

If you have a question or are lost in the maze of Blender or Unity, they are here to help! Make sure you check the “[Technical Issues](#)” section before you ask them!

Currently the role Fluff Expert is in “seek applicant” mode, meaning the head of the Fluff Experts Aigiao will be finding and searching for people to become a Fluff Expert. But one criteria other than being versed in Blender or Unity, is being [verified](#).

- Why can I not post images or gifs in #general-chat?

We restricted them due to raids and messages in wrong channel. Only those who verified the purchase of the Nardoragon can send gifs in there.

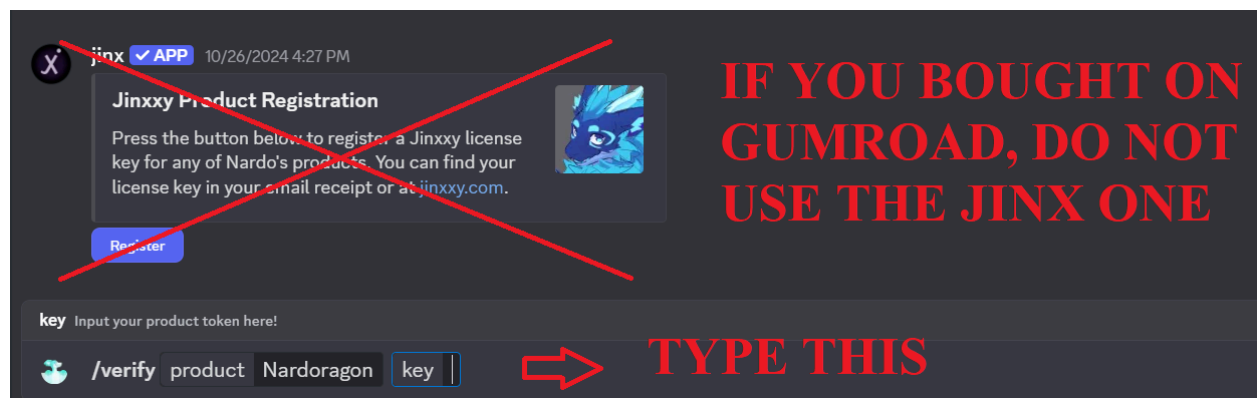
- **I bought the Upgrade version, how do I update my role?**

If you own the **Basic Version** (Certified Fluffs B) and purchased the **Expansion Upgrade** (Certified Fluffs EU), you may verify both purchases, following the same process explained [in the instructions page](#), and then contact Nardo by opening a General Support ticket in **#contact-a-mod** channel in order to receive the “**Certified Fluffs**” role.

- **I am getting an error when verifying my purchase!**

Make sure you are using the right bot to verify. For Gumroad purchases: use the /verify command. For Jinxy purchase: use the Register button from Jinx bot. If you have any other issue, contact Nardo by opening a General Support ticket in **#contact-a-mod** channel.

DO NOT USE THE JINX BOT IF YOU BOUGHT THE NARDORAGON ON GUMROAD!



- **How can I get the Nardotaur / Noodle Nardo?**

First you must own and verify both [Nardoragon](#) and [Dragon Puppet](#) avatars in their respective Discord Servers, then contact `_laser_raptor_` on Discord.

Certified Fluffs Channels

Nardoragon General/Assistance Category: This is where you can talk about the avatar, ask or provide help, report bug, and show off your avatar! It **must** be related to the Nardoragon.

Nardoragon Assets Category: This is where you can post and find organized assets or edits made for the Nardoragon. They are setup in forum channels that include keywords to make it easier to find them by using the search bar and filtering tags (If the list is not loading upon scrolling, try opening any of the topics then scroll down).

Please read the guidelines and rules before posting anything!

Certified Fluffs Roles

Certified Fluffs: Verified the purchase of the **Expanded** Version of the Nardoragon.

Certified Fluffs B: Verified the purchase of the **Basic** Version of the Nardoragon.

Certified Fluffs EU: Verified the purchase of the **Expansion Upgrade** of the Nardoragon. It means the user owns the **Items** from the Expanded Version. **HOWEVER, it does NOT necessarily mean they own the Base**, unless they have “**Certified Fluffs B**” assigned (To receive the “**Certified Fluffs**” role, you must own both, then contact me).

DO NOT post assets that **contain any part** of the Nardoragon anywhere else, even if it's modified.

Technical Issues

- **I don't know how to upload the avatar to my account!**

Check out these tutorials on how to upload it on VRChat and Chillout VR:

VRChat: <https://www.youtube.com/watch?v=AGyXUbg2MDg>

Chillout VR: <https://www.youtube.com/watch?v=vWQbYl7R4Lo>

- **I can't find the Nardoragon in my Gumroad library!**

It must mean that you didn't use your Gumroad account to buy the model. In that case it should be in your **email inbox that you used to buy**.

Look for an email sent from Gumroad confirming your purchase, which would contain a link that gives you access to the files and license key.

- **The Nardoragon Blender file doesn't have weight paint / vertex groups (the rigging doesn't move the body)!**

This is caused by the backwards incompatibility of the old version of Blender with newer files. So make sure you are using the most recent version of Blender.

- **Quest menu expression toggles are not syncing with the PC version!**

Known issue, still no idea how to fix it.

Any help is appreciated!

- Tongue is freezing when changing gestures from Blep!

It appears to be a Phys Bone issue in which it doesn't reset the position of the bones, unlike Dynamic Bones. The Blep gesture uses a blendshape animation, which might be what 's causing it to freeze.

The new version should have that fixed, but if it doesn't work or you don't wish to update your old project to 2.1 or above, you can manually fix it using the Zex method.

Nardoragaon 2.0 Tongue Fix

- My avatar eyes are opening wide when being interacted!

This is caused by the “Anti Clip Eye Interaction” animator layer if the Gestures are modified by the user. The animation layer prevents the eyelids from clipping with each other when being interacted on the head while using a gesture that closes the eyes. Since it doesn't recognize when the gestures are modified, it will cause this issue. To fix it, turn off the interactions or delete the “Anti Clip Eye Interaction” animator layer, but that will cause your eyelids to clip when being interacted.

- How do I triangulate my Nardoragon in Blender?

Follow these steps:

1. Go into Edit mode, in Face selection mode.
2. Make sure you have all faces deselected.
3. Go in Vertex Groups, select "Select Triangulate Beauty - Invert Triangulate Longest Diagonal" and click "Select" button.
4. Keep your mouse cursor on the viewport and hit CTRL + T to triangulate.
5. Hit CTRL + I to invert and hit CTRL + T.
6. Finally change the Quad Method to "Longest Diagonal".

If it's too much work for you, just go into Edit mode, select everything by pressing "A", then hit CTRL + T, and you're done, it's another way of doing it, but there will be small differences.



- **My assets/clothing are clipping on the avatar!**

Unfortunately with the new 3.0 update, most assets will have such issues due to the changes on the weight painting/vertex groups and blendshapes.

However, an Experimental FBX with the legacy weight painting/vertex groups was added to work with old assets, you will find under “Other” page in the Nardoragon’s Gumroad download page. **Make sure you read the important notes as there are some caveats to it!**

- **My avatar armature/body proportion went all over the place when I imported my edited mesh/fbx!**

Make sure you have “Apply Scalings” set to “FBX Units Scale” when exporting. This is informed within the Gumroad download page.

- **I am getting a bunch of errors in Unity! / The Expanded Items native toggles are not working properly!**

Make sure you are using Unity version 2022.3.22f1 and the version 1.970.0 of VRCFury. If you are, then you may have to reinstall Unity, recreate the project, and import the files again.

- **My Cheese is completely black! / I have black dots on the eyes!**

You must be using old texture on the new 3.0 version of the avatar, which contains two new meshes within the Body, you will have to paint it using any image editing software.

The Cheese, which is located in the Misc material, the square right below the middle card. You can just paint a square on it using your own texture.

And the Shiny part of the eyes, small circles that are supposed to be white, located at the corners of the Eyes material.

- **My Blush is not working! / Color Shift and Brightness sliders are not working!**

This may be caused by changes on the materials. If you are using a completely different material, these will not work, unless you have it set properly.

It is recommended that you use the materials that come with the package.

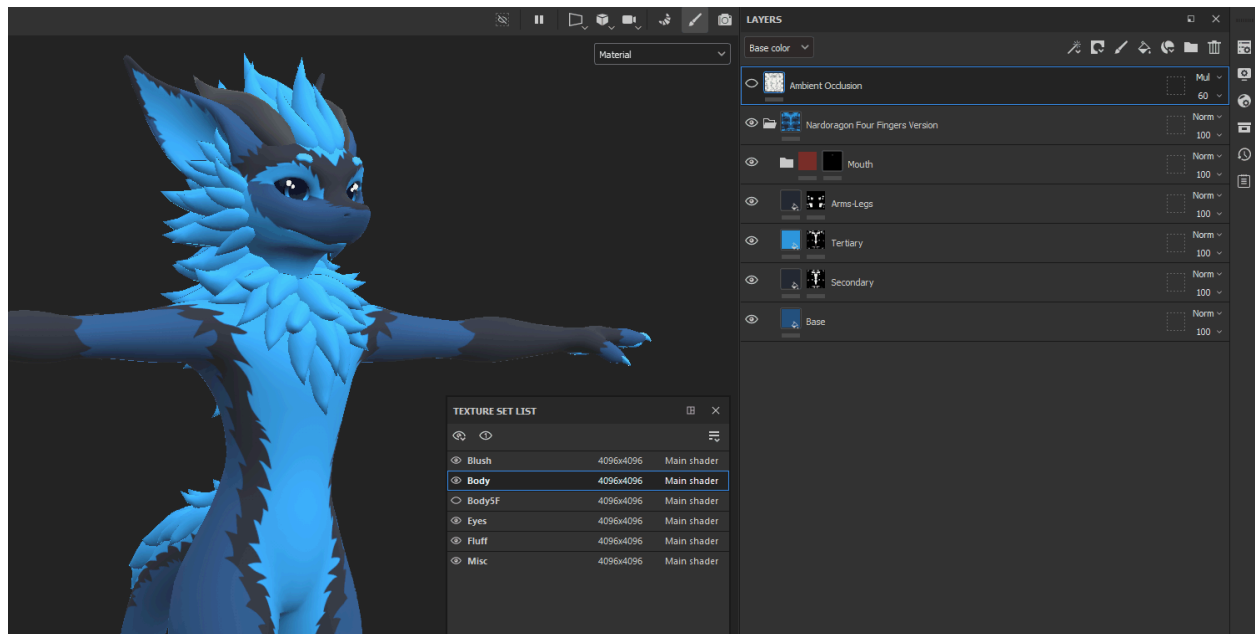
- My avatar eyes are pink / black!

There's a couple of reasons why this happens, but here's the most common:

1. If you're making a new eye material, you are probably dragging it to the **Specular** part of the eye through the viewport (*Refer to the * Side Note below*). Instead, you have to drag the material to the Eye slot through the inspector window while you have the Body of the avatar selected.
2. If you're making your own quest version, you will run into that problem since quest materials don't support transparency (*Refer to the * Side Note below*). However, you can fix that by hiding the Specular part by turning on the "**Hide Spec Eyes**" blendshape on the body.
3. You didn't import the **Poiyomi Shader**.

* **Side Note:** The Specular is like the sclera, which is an outer layer of the eye, it should have its own transparent material that has a shiny / reflective effect.

- How do I transfer the texture between 4 Fingers and 5 Fingers version on Substance Painter?



- How can I add other assets to the Brightness Slider?

The Brightness Slider uses the animation clips Brightness 0, Brightness 1, and Brightness 2.

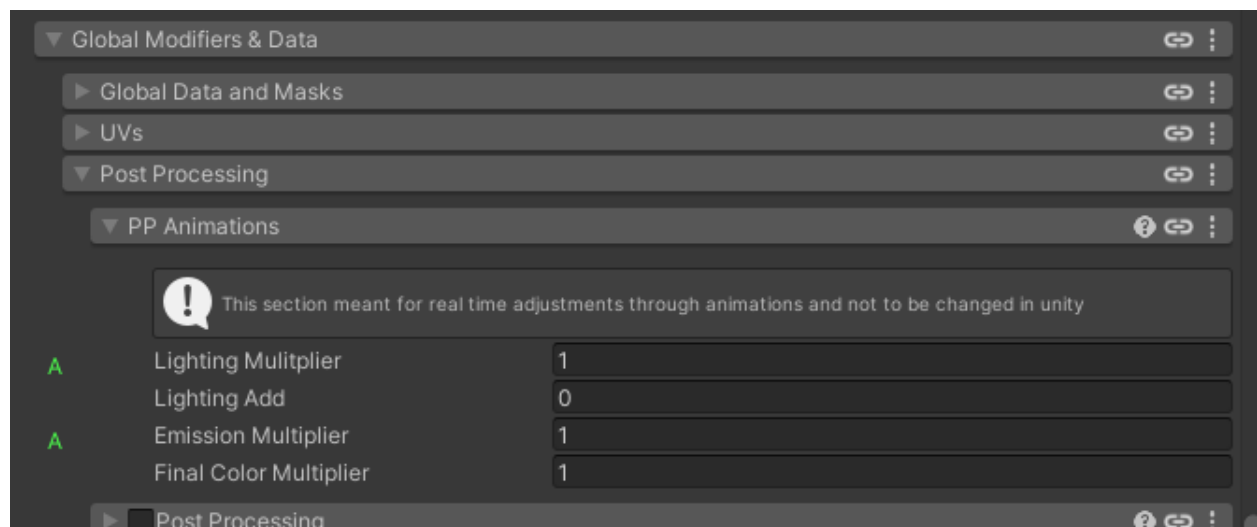
You can find them in `Dragon\Animations\Animation Clips\Customizations`.

They change the values of **Lighting Multiplier** and **Emission Multiplier** in Poiyomi Material as shown in the image below.

To match custom assets such as hair or clothing, you may animate their material settings to each clip according to the following description:

- **Brightness 0:** Both multipliers are set to 0, so it can make the avatar darker if needed. These values are set to 0 when the slider is at 0%.
- **Brightness 1:** Both multiplier are set to 1, which is the default value. These values are set at 1 when the slider is at 35%.
- **Brightness 2:** Lighting and Emission multipliers may be set to 10 and 5 respectively. These values are set like so when the slider is at 100%. You may change the value if needed, these are only if you want to match with the avatars default.

If you don't know how to animate animation clips, you may find tutorials on Youtube that can visually explain how to do so!



Other Questions

- **How do I upgrade from Basic version to Expanded version?**

You can purchase the version called “Expansion Upgrade” on Gumroad. It will give you the files to the Items that are included in the Expanded Version.

- **Is there a VRM/VSeeFace for the 5 Fingers Version?**

Unfortunately no, it's way too many versions to manage, sorry.

- **Can I import the new version package into my OLD project?**

No, I do NOT recommend it as you will run into a lot of issues, unless you know what you're doing and are willing to fix them.