

Echo's Face Tracking Prefabs

⚠️ TO UPDATE to V3.0.0 ⚠️

Delete the ENTIRE !EchoFT
folder, then reimport!

You will need to drag the prefab
onto your model again!

Check out my Ko-Fi!

Face Tracking packages are a little cheaper on Ko-Fi, and you
can vote for the next avatar for a Face Tracking Prefab!

I also take Face Tracking commissions there!

Cheaper Prefabs!

> [Ko-Fi.com/EchoTheNeko/Shop](https://ko-fi.com/EchoTheNeko/Shop) <

Support me, and Vote for the next avatar!

> [Ko-Fi.com/EchoTheNeko/Tiers](https://ko-fi.com/EchoTheNeko/Tiers) <

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[Commission Me!](#)

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Need help? Message [#Face-Tracking-Questions](#) in the discord!
(or dm me)

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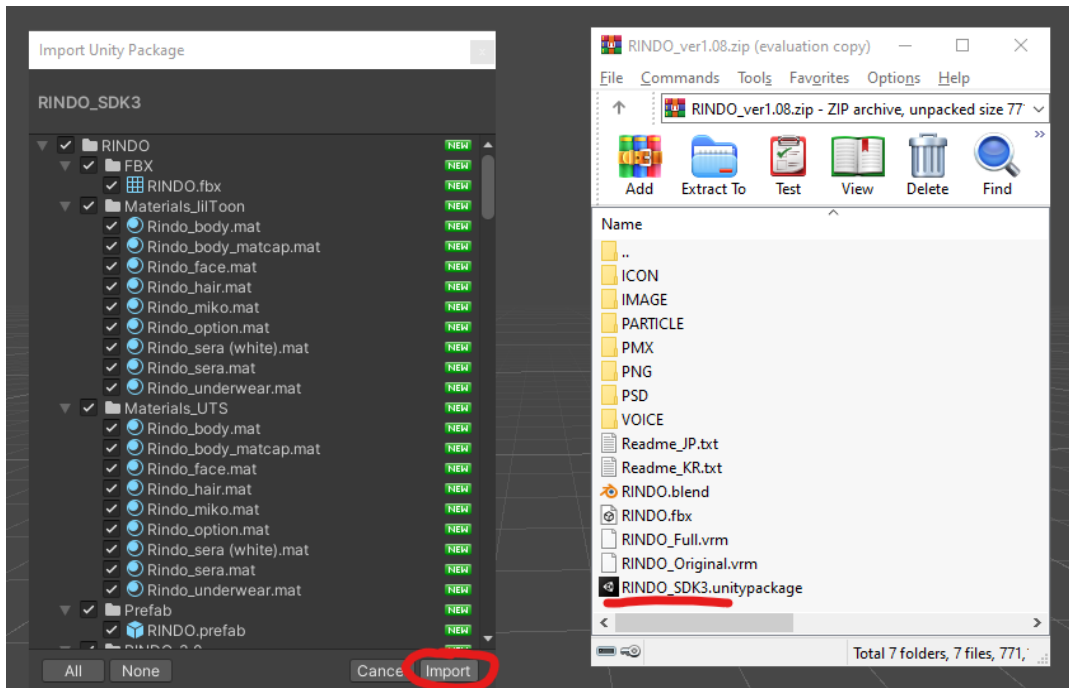
Tutorial Below!

This tutorial is for Rindo, just apply the instructions to the model you purchased!

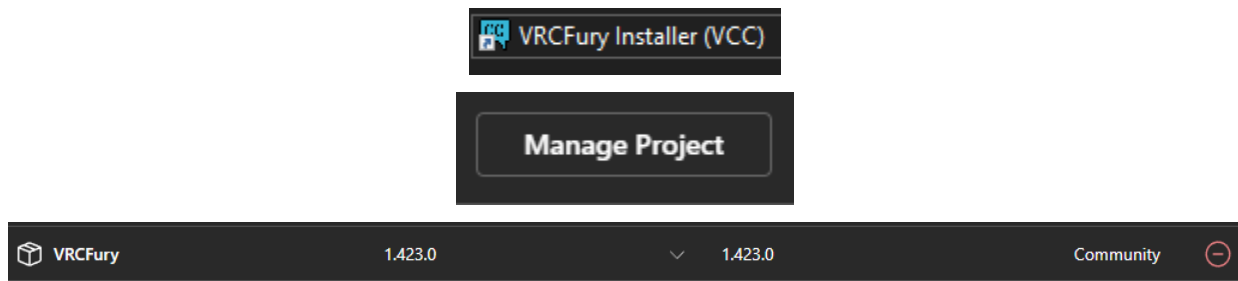
You must have the ORIGINAL, UNEDITED, LATEST VERSION of your model base in your Unity Project, or this will not work!

FOR UNCUSTOMIZED MODEL (10 Steps)

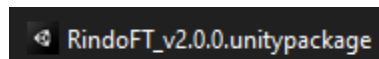
1. Import the latest version original model package (If you haven't already)

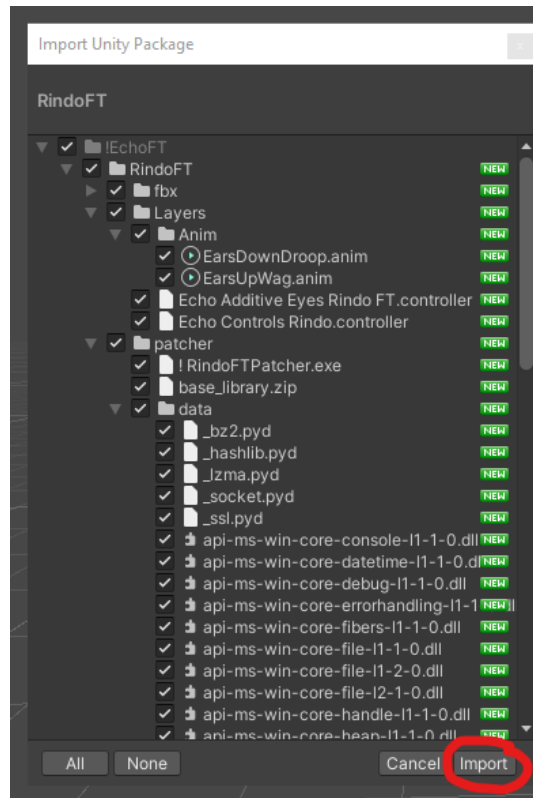


2. Import the latest version of VRCFury with VCC

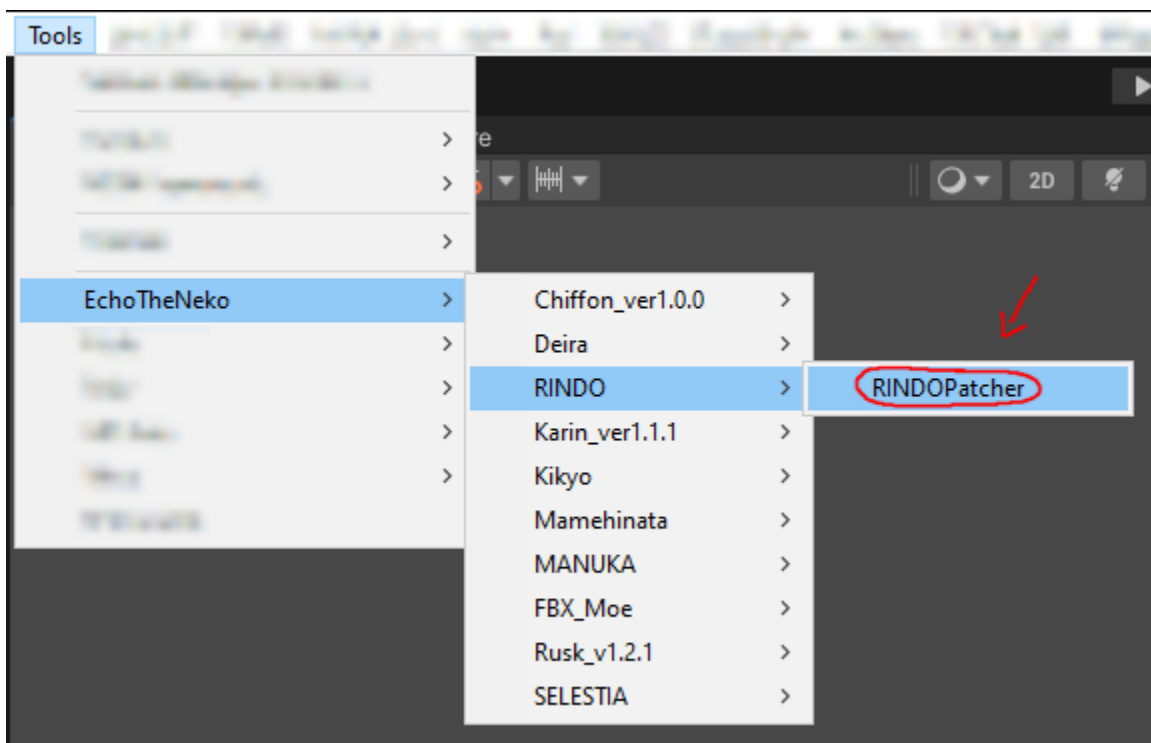


3. Import Face Tracking Package

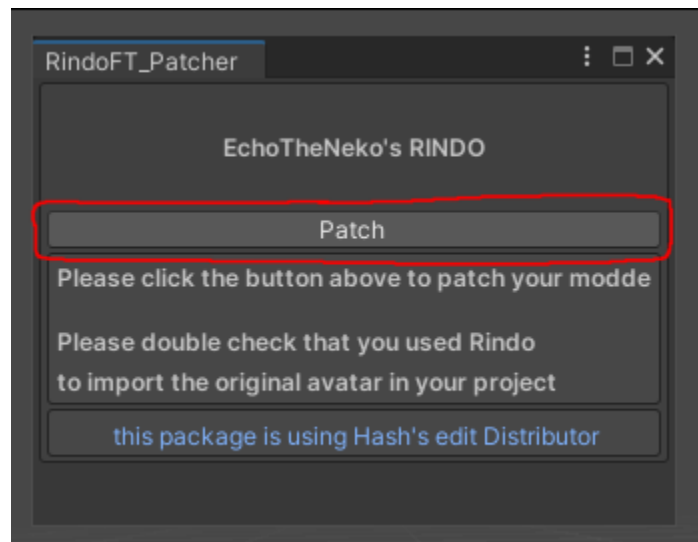




4. At the top of your screen,
Click Tools
Hover over EchoTheNeko
Hover over the avatar you want Face Tracking for
Click the Patcher!



5. A window will pop up, click Patch!



Got an error?

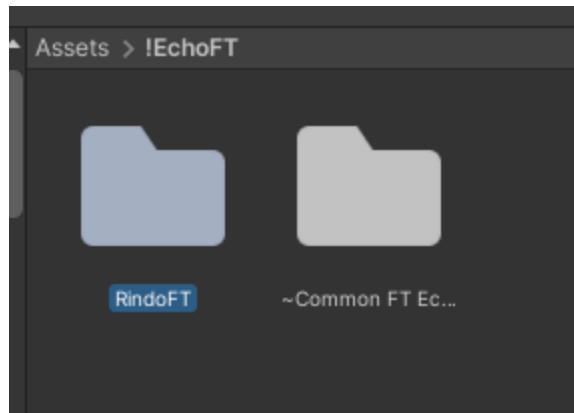
Make sure you have the correct version of the model! The correct version is either the newest version of a model, or it is listed in the description of the package where you bought it. It needs to be a **brand new import** of the model, unedited, in its original folder!

If you are still getting an error code, you may have moved the original FBX to another folder previously. Either move it back to its original folder, or try doing it in a brand new unity project.

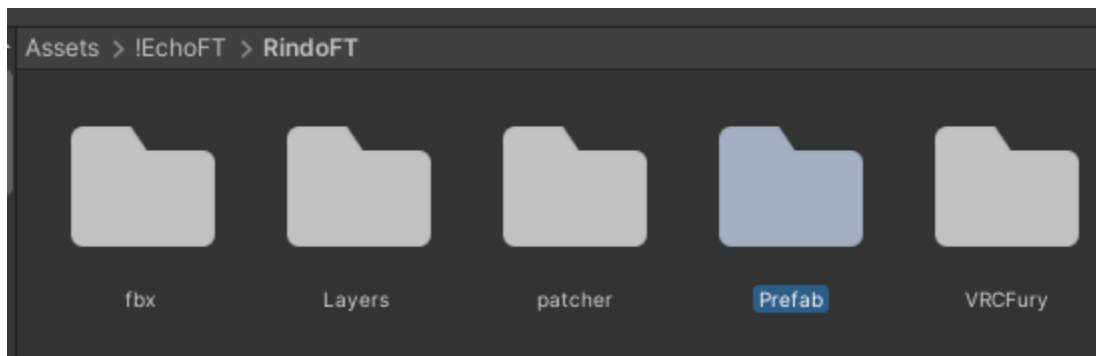
6. Open the !EchoFT folder



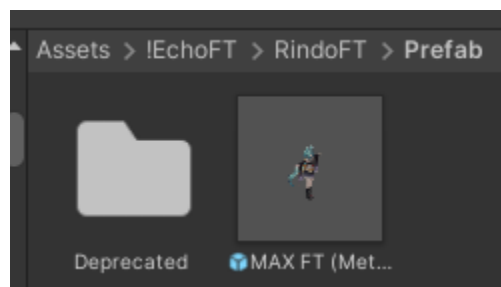
7. Open the model's folder



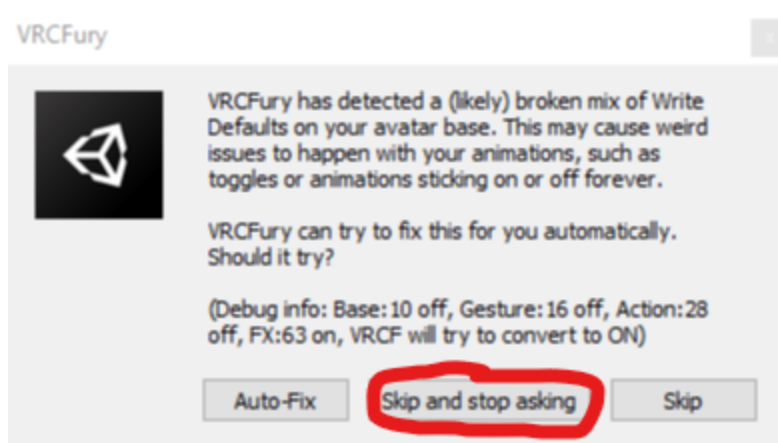
8. Open the “Prefab” folder



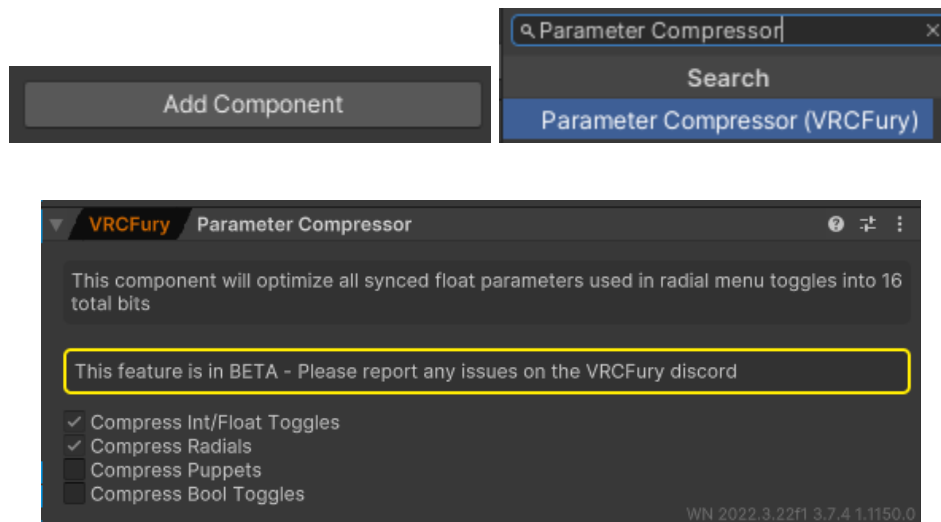
9. Grab the prefab, and drag it into your scene!



10. Upload to VRChat!
(If this pops up, click “Skip and stop asking”)

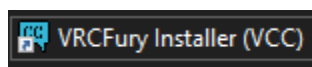


Used too many parameters? Add the VRCfury parameter compressor!



FOR CUSTOM MODEL (17 Steps)

1. Import the latest version of VRCFury with VCC



Manage Project

VRCFury

1.423.0

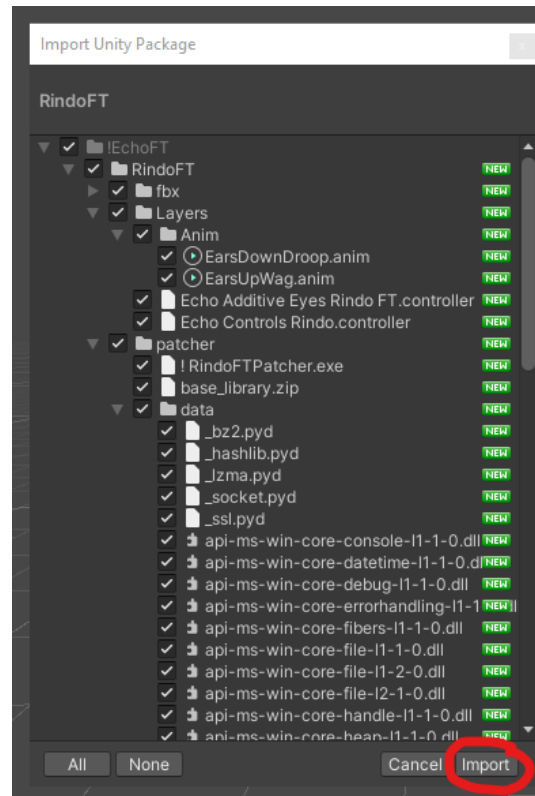
1.423.0

Community

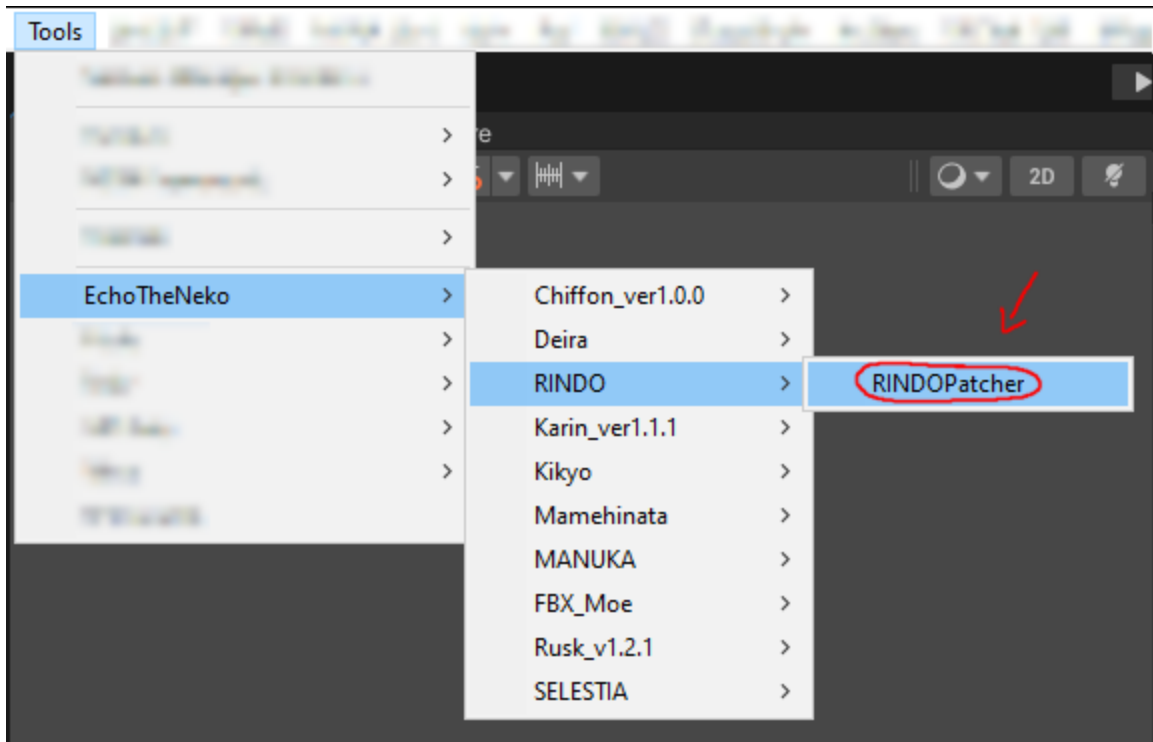


2. Import Face Tracking Package (make sure you have the original, unedited model FBX in your project as well)

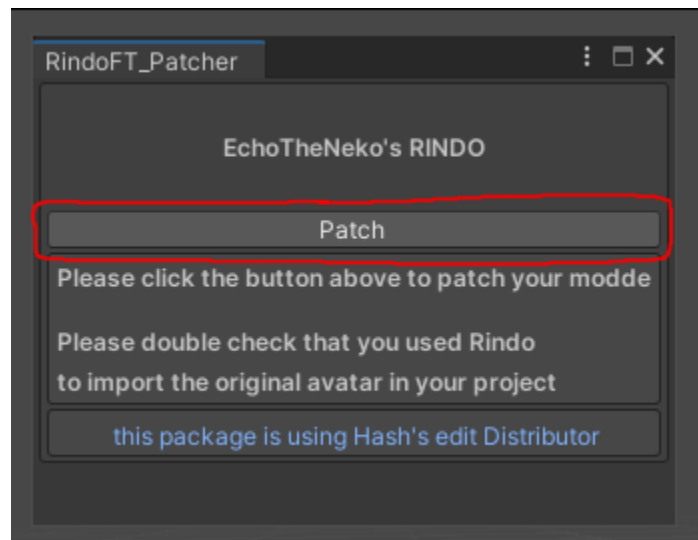
RindoFT_v2.0.0.unitypackage



3. At the top of your screen,
Click Tools
Hover over EchoTheNeko
Hover over the avatar you want Face Tracking for
Click the Patcher!



4. A window will pop up, click Patch!

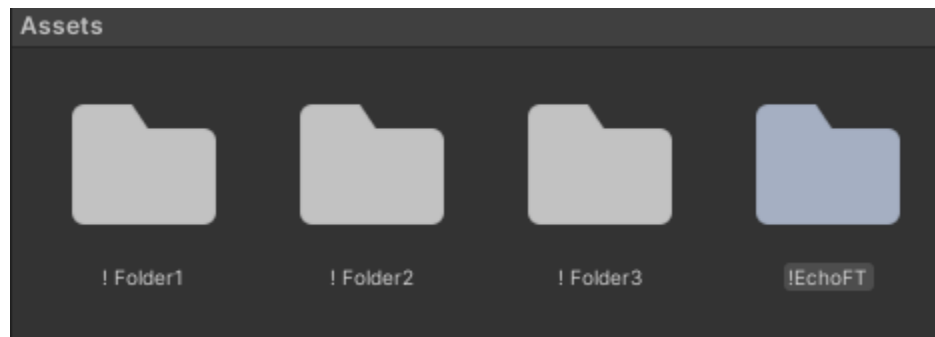


Got an error?

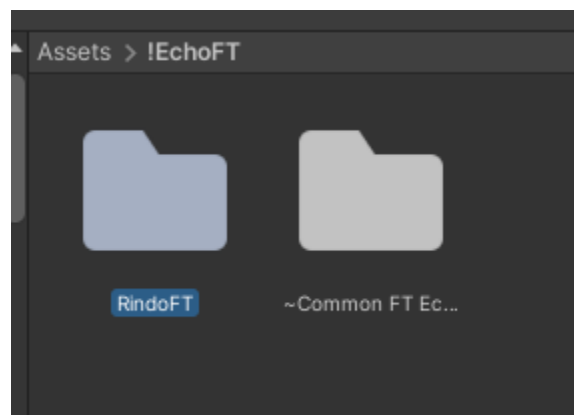
Make sure you have the correct version of the model! The correct version is either the newest version of a model, or it is listed in the description of the package where you bought it. It needs to be a **brand new import** of the model, unedited, in its original folder!

If you are still getting an error code, you may have moved the original FBX to another folder previously. Either move it back to its original folder, or try doing it in a brand new unity project.

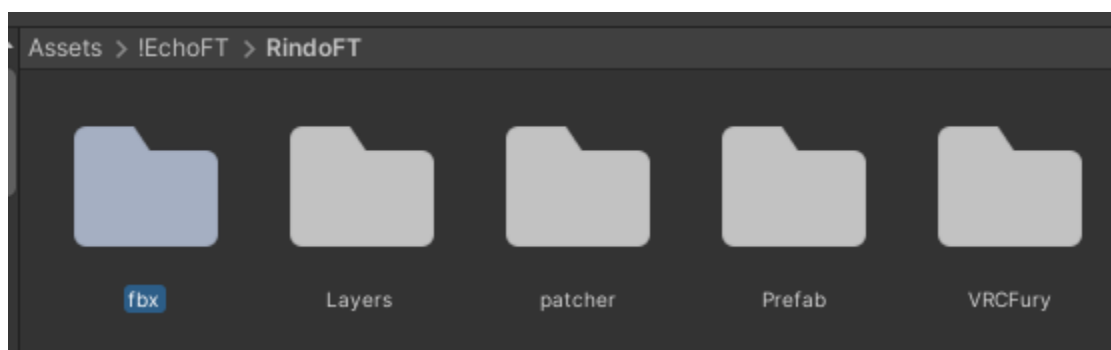
5. Open the !EchoFT folder



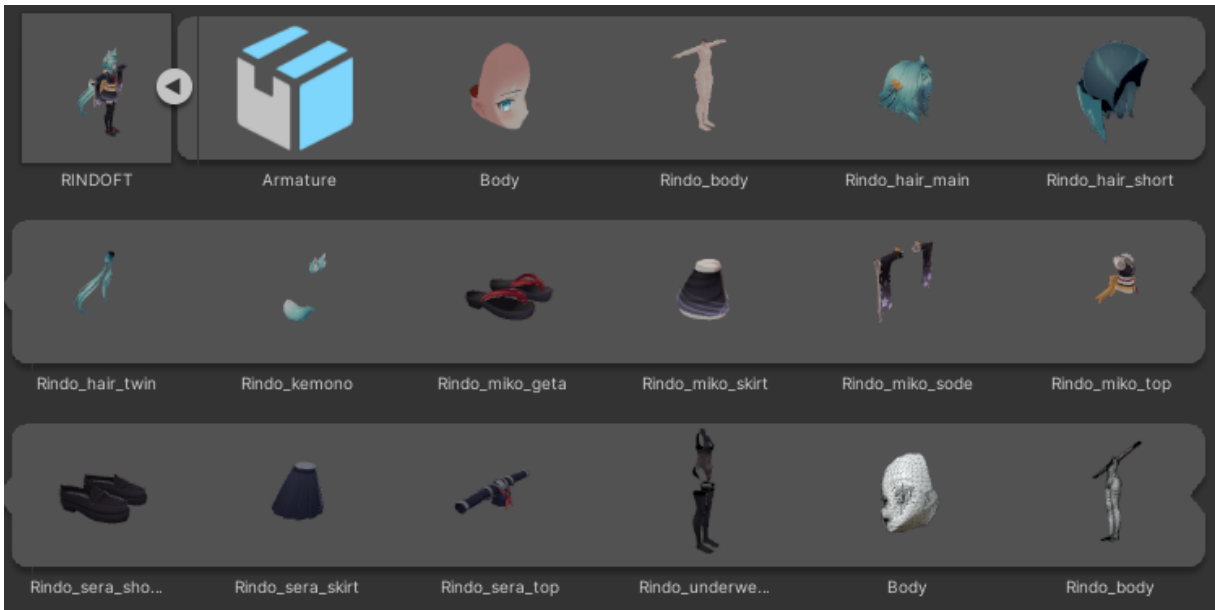
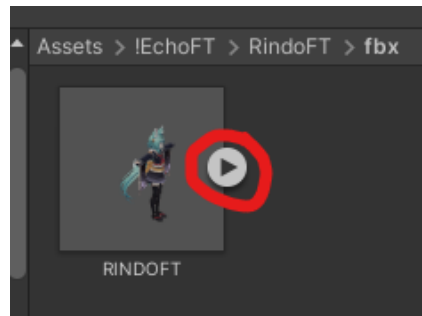
6. Open the model's folder



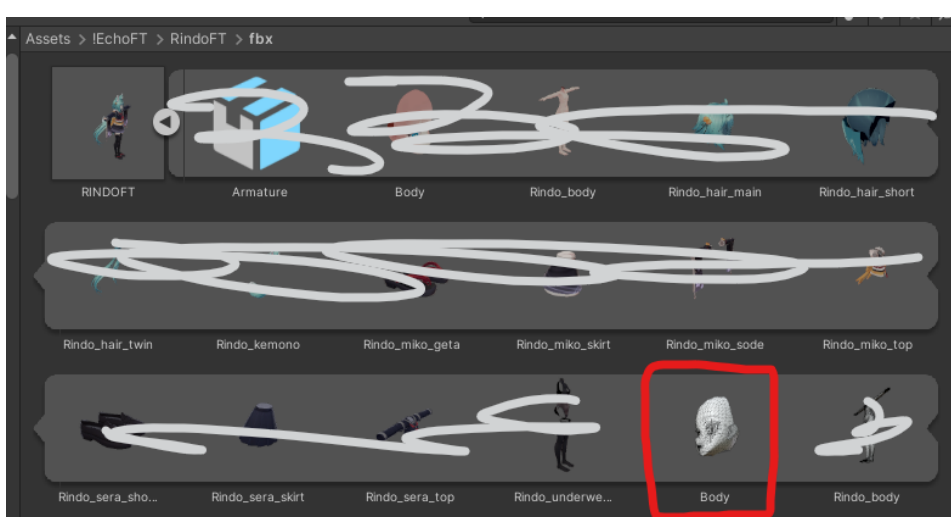
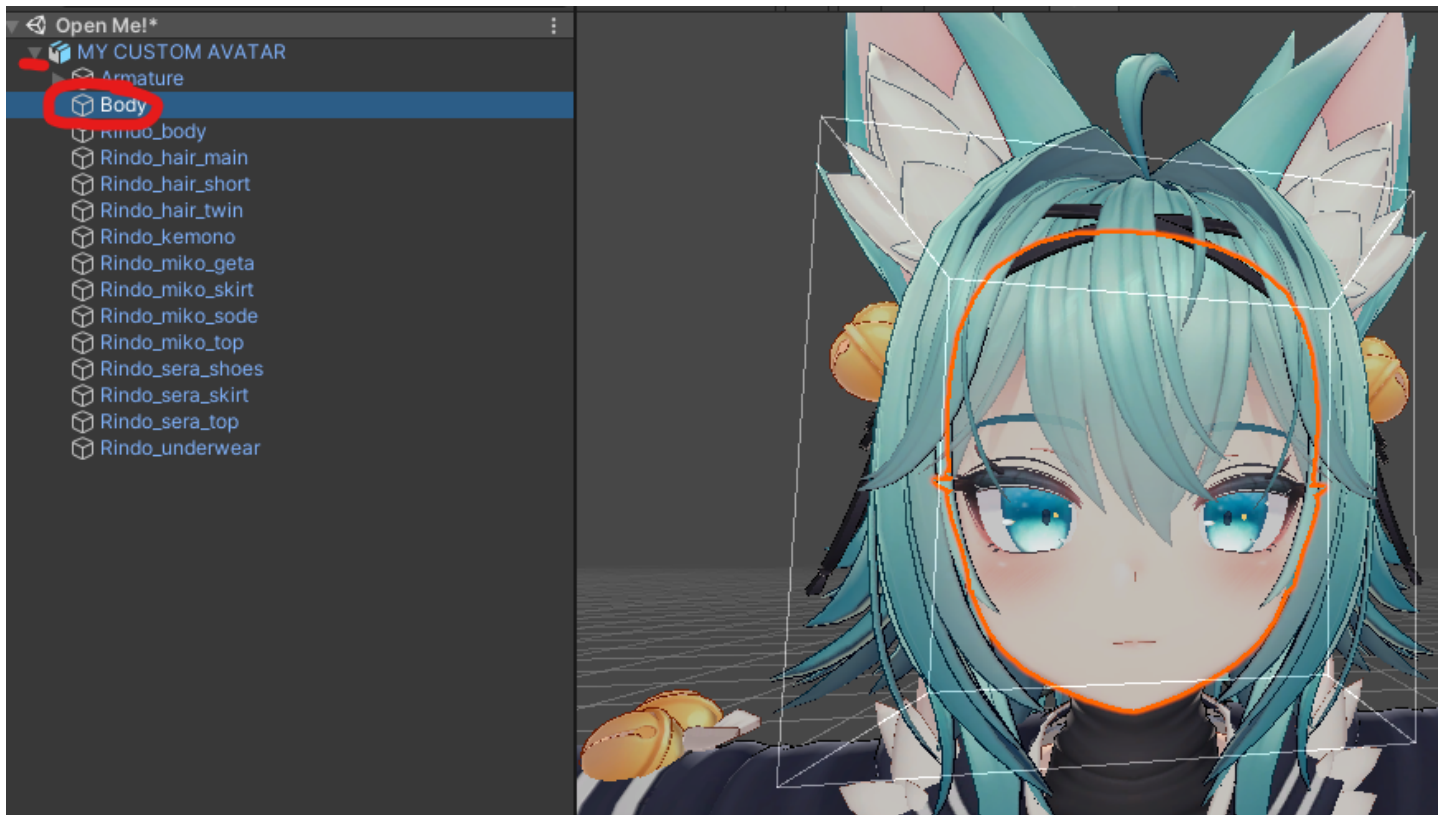
7. Open the "fbx" folder



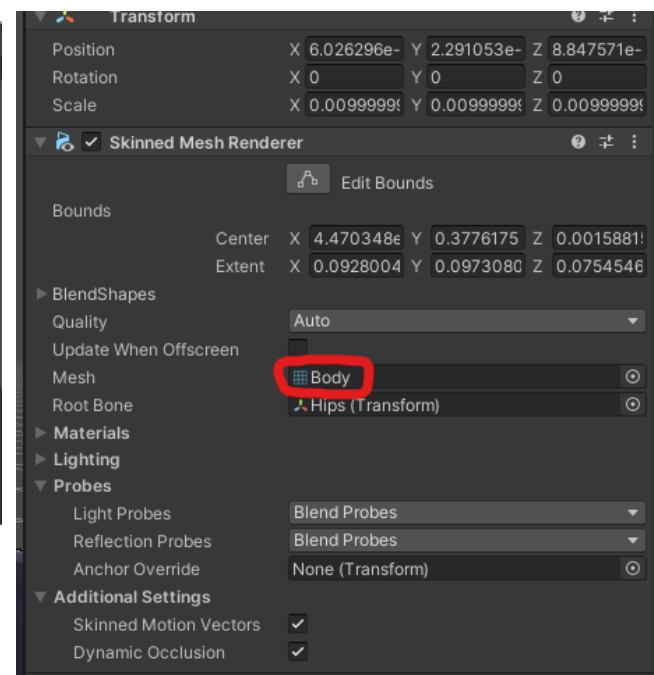
8. Click the Arrow next to the FBX



9. Expand your custom avatar in the hierarchy, then click Body (or the face mesh)

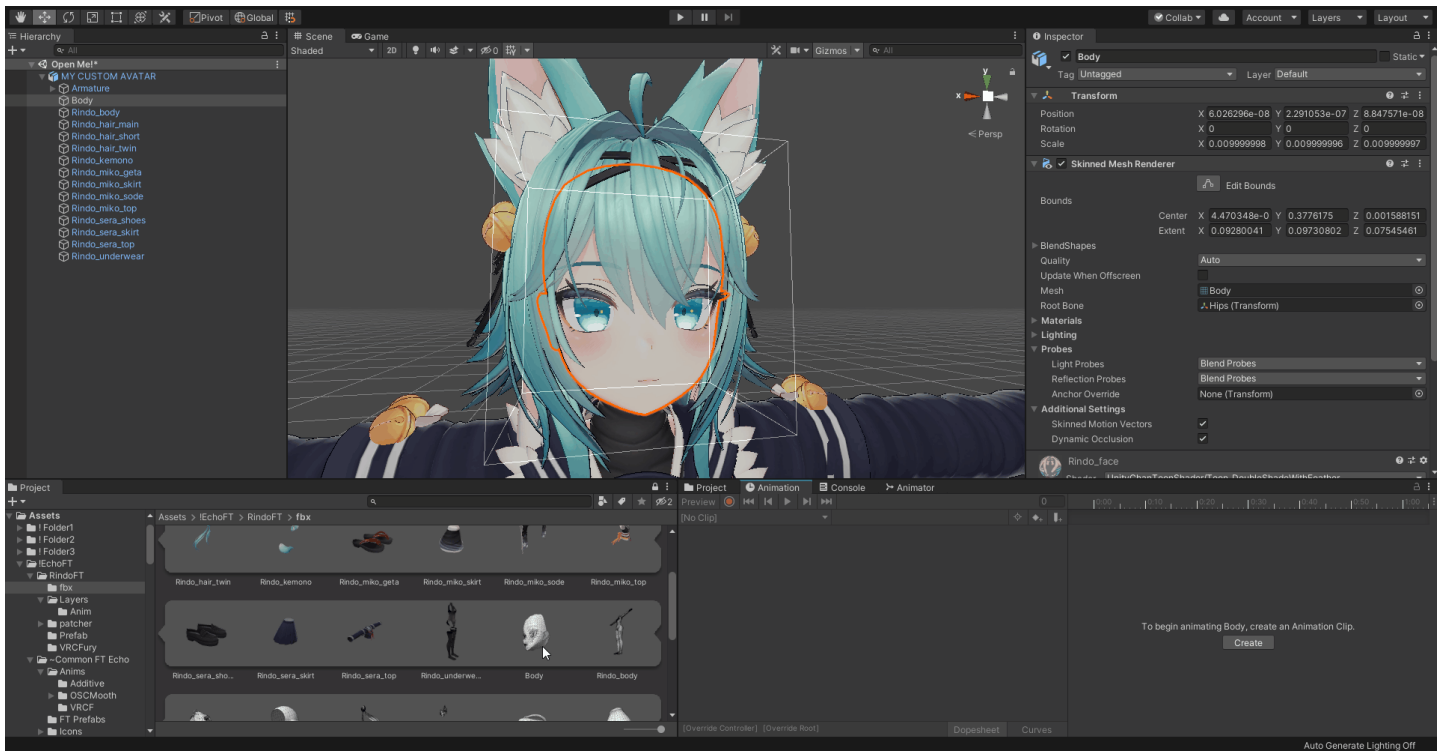


10. Take note of the white “Body” head asset and the “Body” in the inspector.



11. Drag the white “Body” head into the mesh slot in the inspector

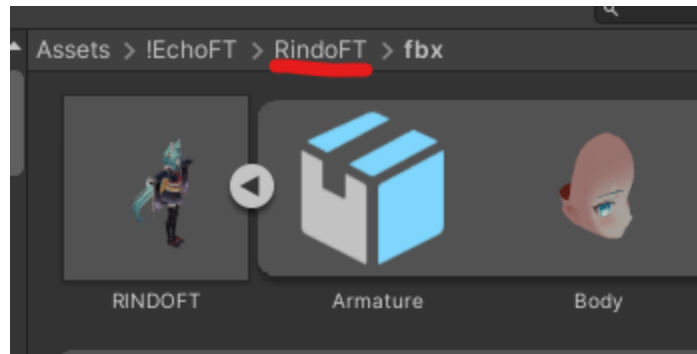
(FOR VELLE ONLY: DO THIS FOR THE BLANK WHITE Clothing_Bansoukou AS WELL!)
(This makes the bandaid move with the mouth tracking)



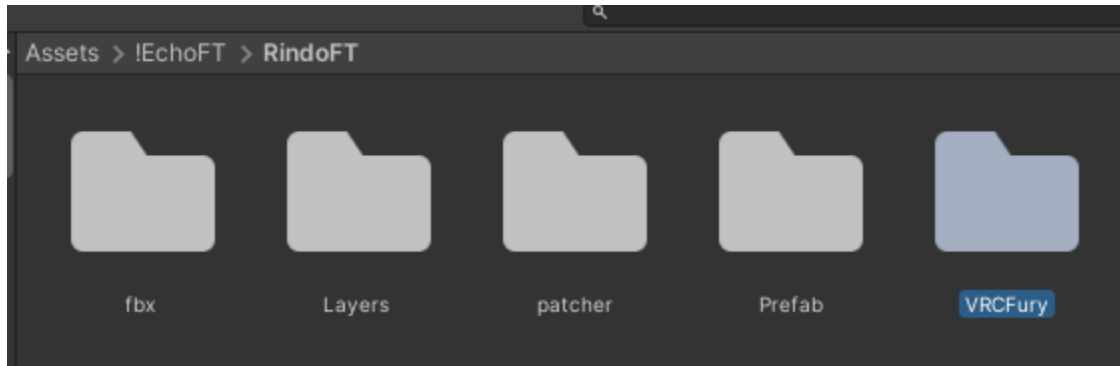
If the head disappears, you will need to attach the patched head in Blender with a headswap. This is because your custom model has incorrect import/export settings from previous blender work, or your model was simply edited too much from the base. In most situations, you should be fine.



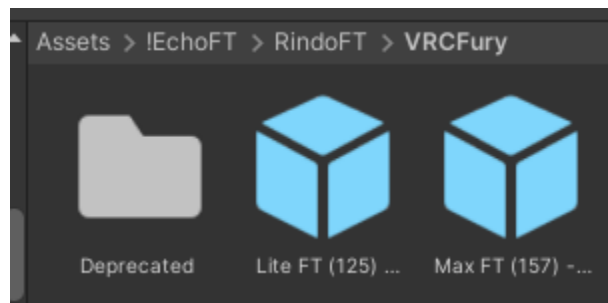
12. Click on the previous folder



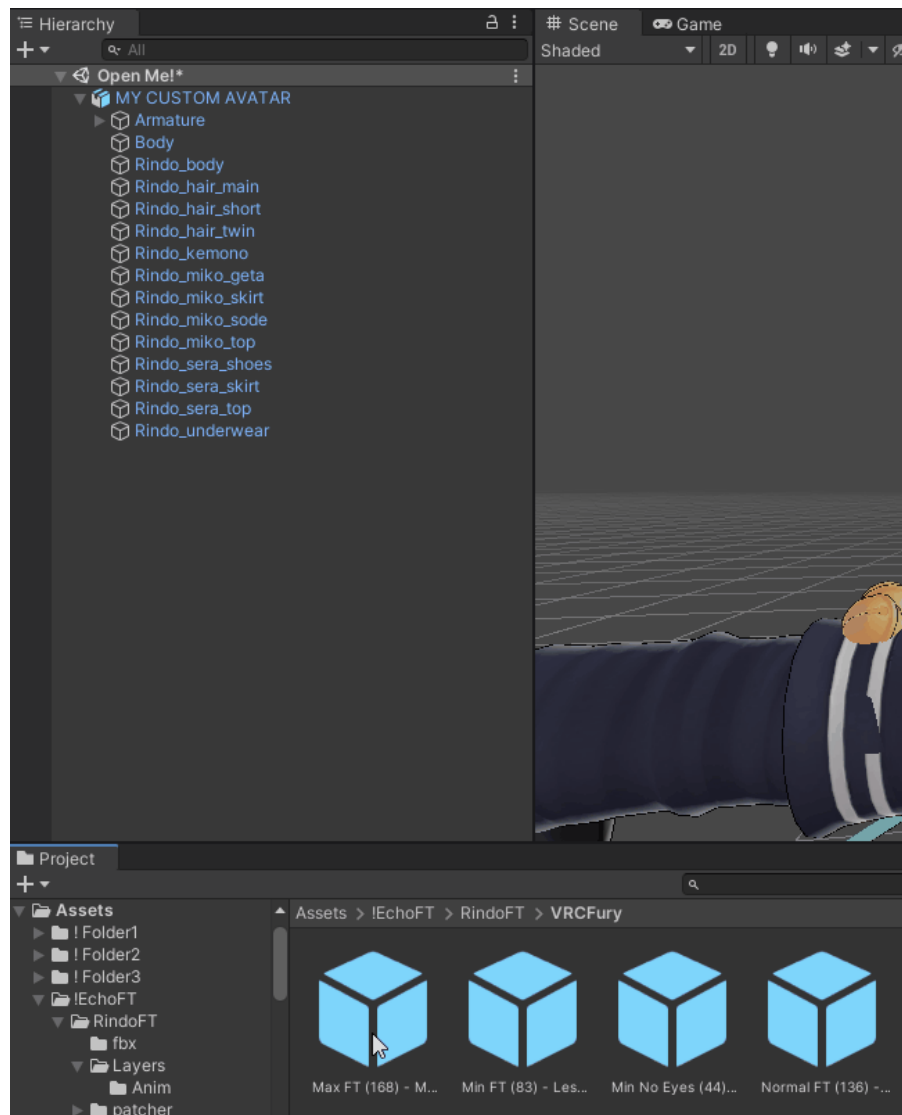
13. Open the “VRCFury” Folder



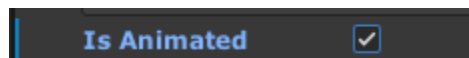
14. Grab the Max FT Prefab



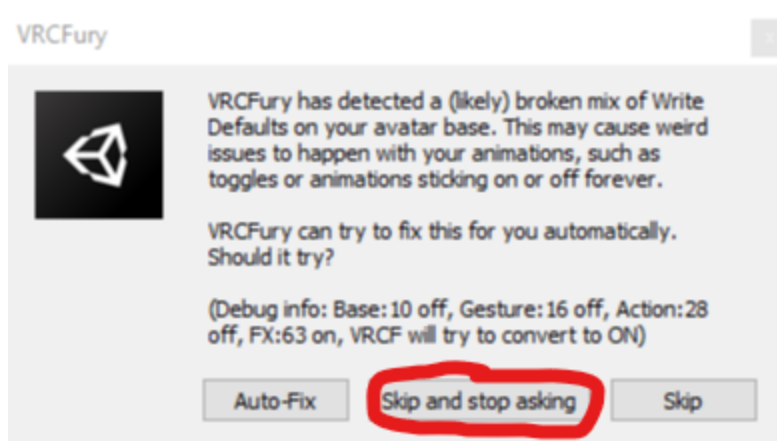
15. Drag it onto your model in the hierarchy!



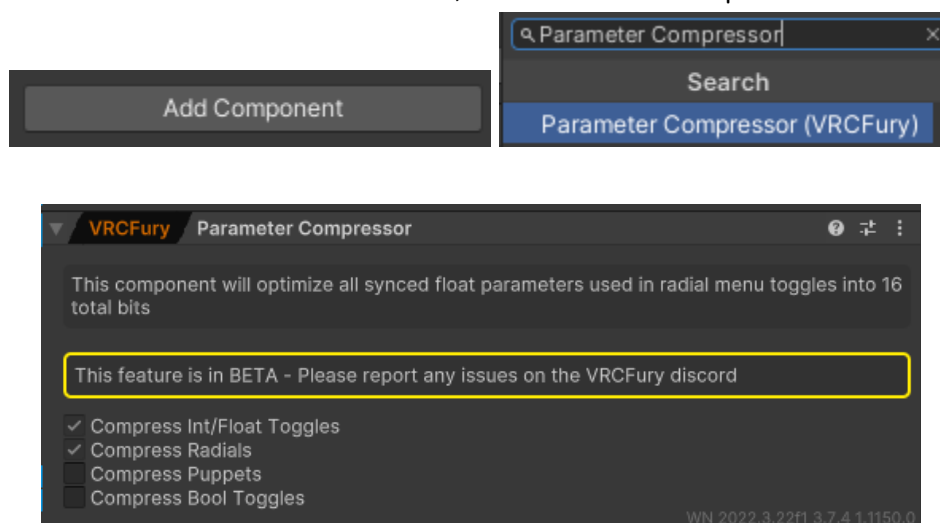
16. Enable “Is Animated” On your Ears and Tail physbones if not enabled already.



17. Upload to VRChat!
(If this pops up, click “Skip and stop asking”)



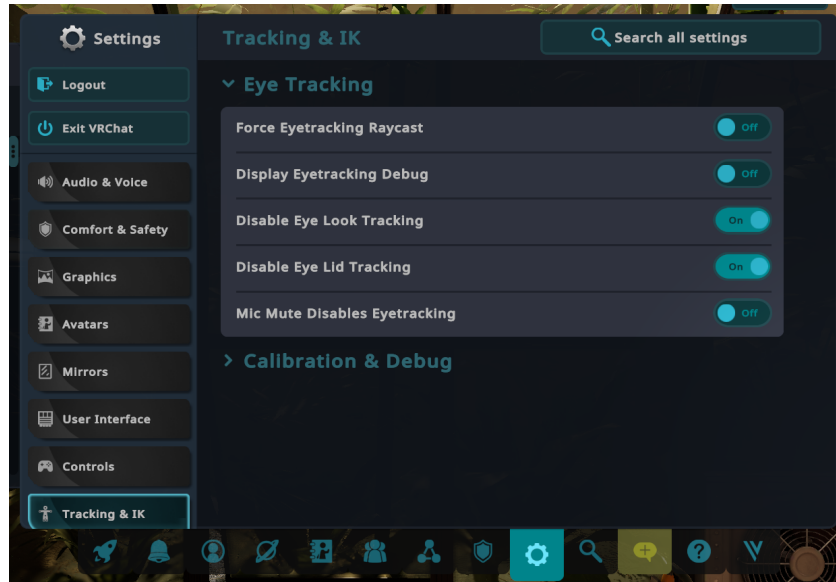
Used too many parameters? Add the VRCfury parameter compressor!
If it still doesn't work, use the Lite FT prefab!



After Uploading Model

- Install VRCFaceTracking to use Face Tracking
<https://docs.vrcft.io/docs/intro/getting-started#detailed-setup-guide>
- After installation, don't forget to install the correct module for your hardware in the VRCFaceTracking.
- CLEAR YOUR OSC CACHE. I will yell at you if you contact me and this fixes your issue
%UserProfile%\AppData\LocalLow\VRChat\VRChat\OSC
- In your VRChat quick menu, turn OSC off and on. This can solve some issues!

- MAKE SURE YOU TURN OFF NATIVE VRCHAT EYE TRACKING, IN THE BIG SETTINGS MENU!!



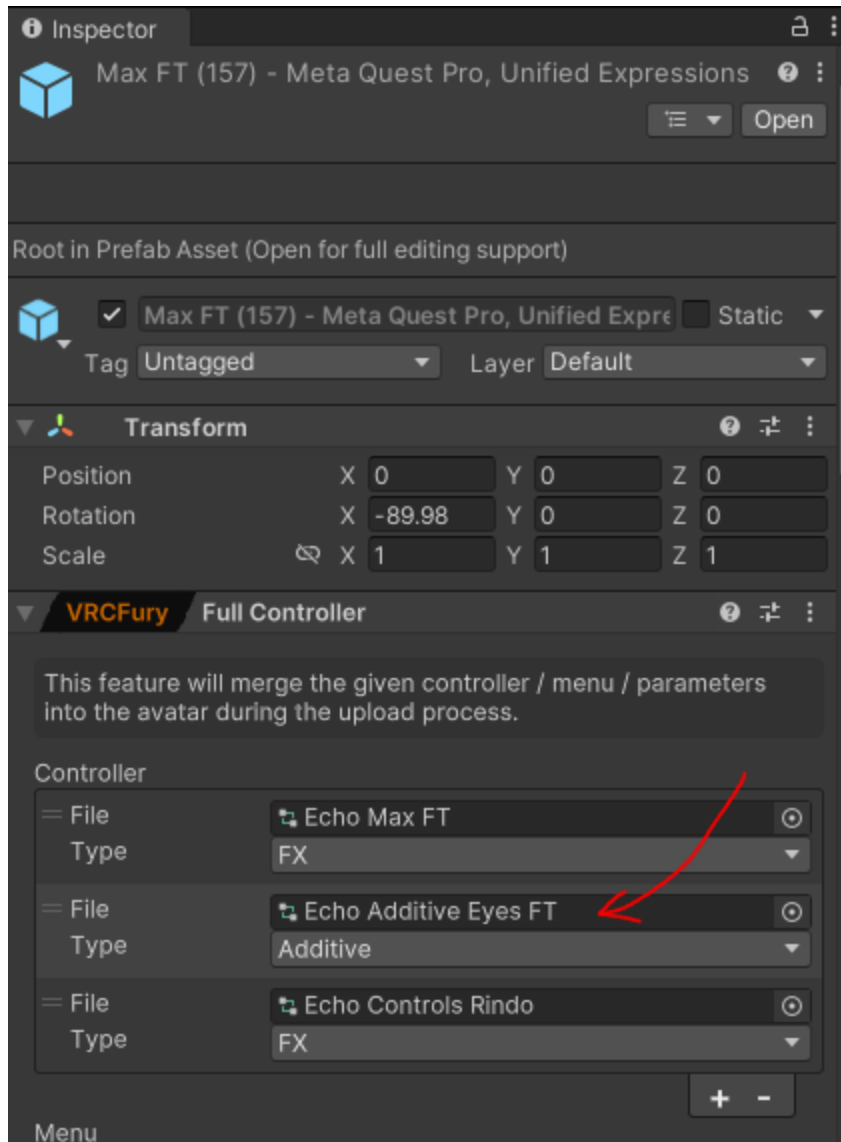
- If you are using a vive facial tracker/vive pro eye, download and install this as well.

[VIVE_SRanipalInstaller_1.3.1.1.msi](#)

FAQ

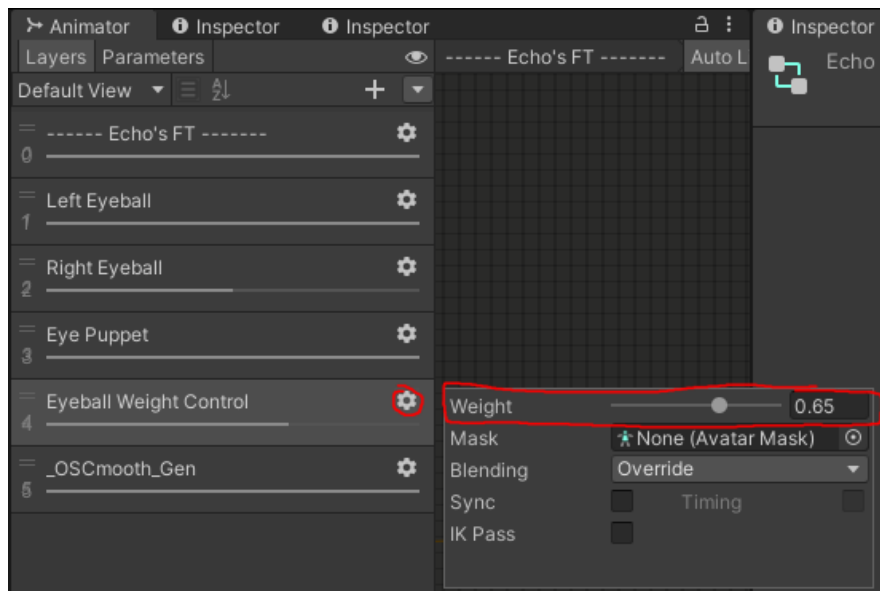
How can I change how much the pupils move?

1. Open up the “Echo Additive Eyes FT” layer by double clicking this in the prefab

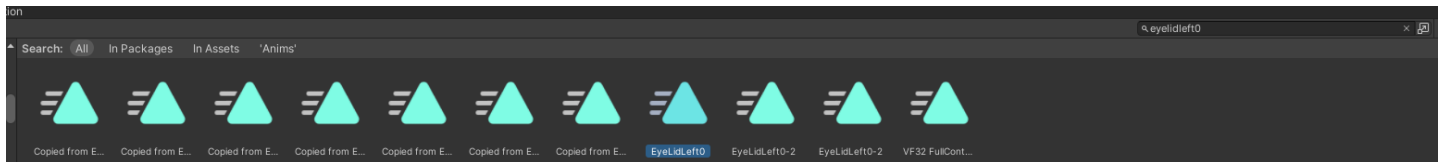


2. In the menu that pops up, click the little gear icon in “Eyeball Weight Control”
The little slider that pops up lets you adjust how much the eyes move.
More weight = LESS movement.

Less weight = MORE movement.

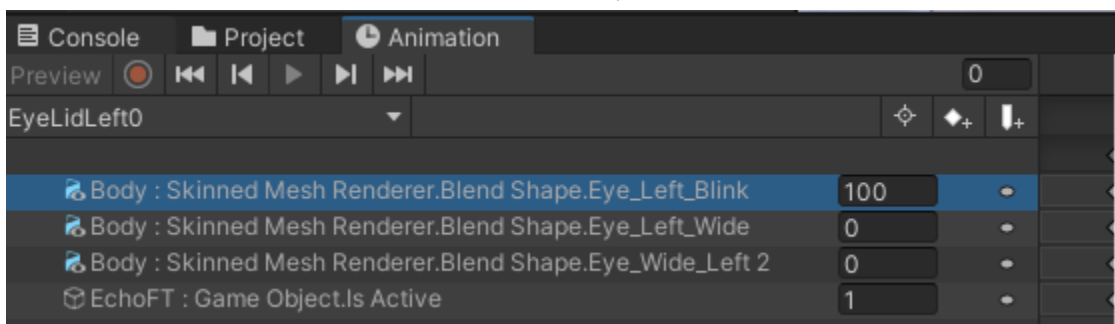


I Changed my avatar's eye shape using blendshapes. How can I adjust how much the eyes blink to fix the clipping?



1. In the asset menu, look up “EyeLidLeft0” and click on the correct animation.
2. Next, open the animation menu. In the first box, labeled “Eye_Left_Blink”, change the number on the right from 100 to a lower number, like 80-90. This will make the eyes close less, leading to less clipping with your new eye shape.

Do the same with the Right eye animation



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(or dm me)

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<https://drive.google.com/file/d/1OjnmjMuPRJPOO472dcZgIkx2Z9C5K9GpF/view?usp=sharing>