

HUMI-DICK

100% custom from scratch dick asset made by [Humiliation](#) with robust features, including a retractable foreskin using either physbones or the expression menu, toggleable touch controls or expression menu controls for making it erect, size changes, 4 skintones, and DPS, TPS, and Thicewater support! Plus a whole lot more!

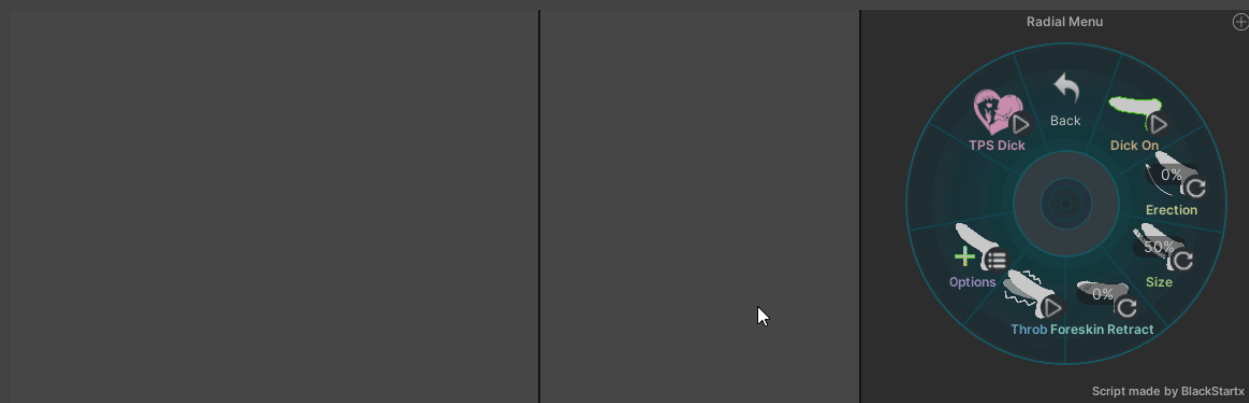
The installation guide is ENGLISH ONLY, but if you'd like to help translate it to other languages please contact me!

インストールガイドは英語版のみですが、他の言語への翻訳にご協力いただける方はご連絡ください！

설치 가이드는 영어로만 제공되지만 다른 언어로 번역하는 데 도움이 필요하시면 저에게 연락주세요!

安装指南只有英文版，但如果您愿意帮忙翻译成其他语言，请与我联系！

18+ CONTENT BELOW THIS POINT!



Project Details

- Multiple Prefabs for [SPS and SPS + Thiccwater], [DPS and DPS + Thiccwater], [TPS and TPS + Thiccwater], and just [Physbones or Physbones + Thiccwater].
- 4.8k tris and 1 material (TPS/SPS/Physbones), 9.5k tris and 2 materials (Raliv's DPS).
- Optimized 2 FX Layer set up. Included features:

- Expression menu controls
- Touch based erection with adjustable erection time.
- Foreskin grab and pull with physbones.
- Dick scale
- Erection state
- Foreskin status and toggle
- Dick throb animation
- Skintone changes (optional)
- Penetration System toggle (SPS/DPS/TPS)
- OPTIONAL: Thiccwater particle effects (Requires separate purchase)
- And more!
- Parameter Memory:
 - Default: 42 memory
 - No Skintone Radial: 34 memory
 - Thiccwater: +5 memory
- Base with adjustable bones and several alpha mask options to hide it.
- Unity scene with prefabs and instructions.
- VRCMenu with some custom icons.
- UV Map and PSDs.
- Original .blend file for Blender.

Required Free Assets (Shader Included in Download):

Modular Avatar:

<https://modular-avatar.nadena.dev/>

This is used to install the asset to your avatar on upload, without having to edit any of your default FX layers or menus!

PoiyomiToon Shader (Included):

<https://github.com/poiyomi/PoiyomiToonShader>

Free version is included with files, **but PoiyomiPro is required for TPS.**

VRCFury:

<https://vrcfury.com/>

Free penetration system, SPS! Works just the same as TPS and DPS.

RECOMMENDED PENETRATION SYSTEM!
Free, easy to use, and best performance.

Optional Free Assets (for Manual Installation):

VR Labs Avatar 3.0 Manager:

<https://github.com/VR Labs/Avatars-3.0-Manager>

This will be used to copy the FX layers and parameters controlling the dick to your avatar so that all the features work.

Semi-Required Paid Assets (Optional Purchases for if you want to use certain features):

PoiyomiPro Shader:

<https://www.patreon.com/poiyomi/>

Required if you wish to use the TPS or DPS version of the dick.

NOT REQUIRED FOR THE SPS VERSION!

Raliv's Dynamic Penetration System:

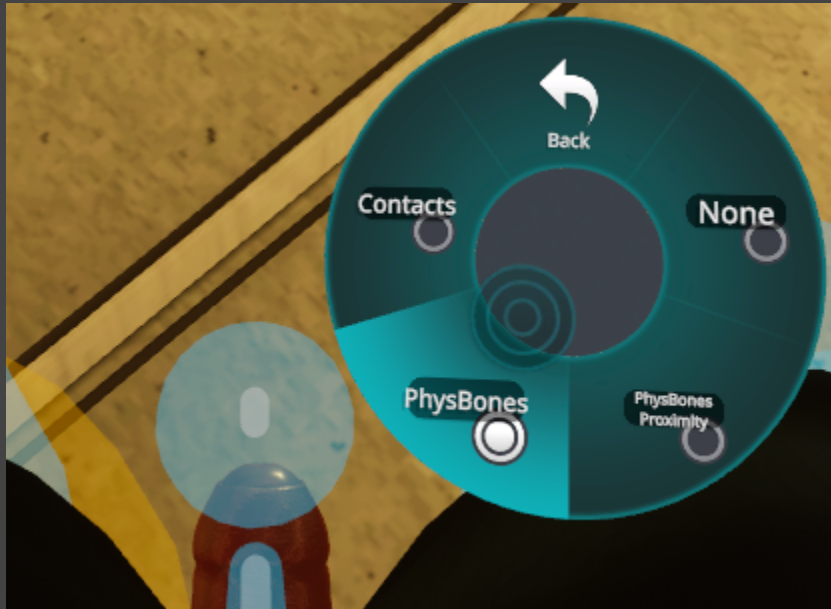
<https://raliv.gumroad.com/l/lwthuB>

Only required if you wish to use the **DPS** version of the dick, as you will need to install the Poiyomi Plugin so it works with PoiyomiPro.

**NOT REQUIRED FOR THE TPS VERSION!!!!
This asset is old and no longer updated, not recommended.**

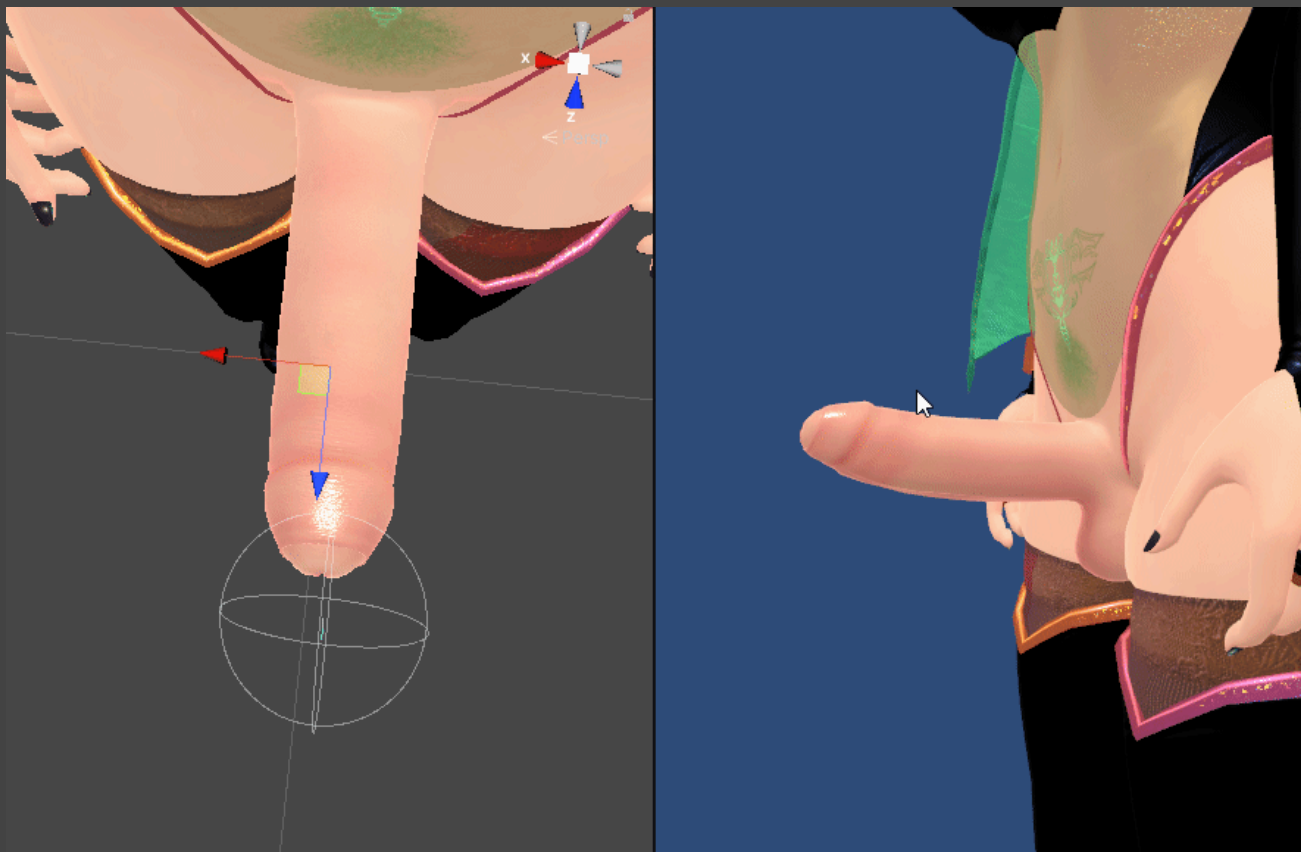
In-Game Touch Controls

DEBUG MENU helps show hitboxes:



Foreskin Controls

There is a Physbone just above the head of the penis that controls the manual foreskin. If you grab the bone and pull it back, it will pull back the foreskin with it:

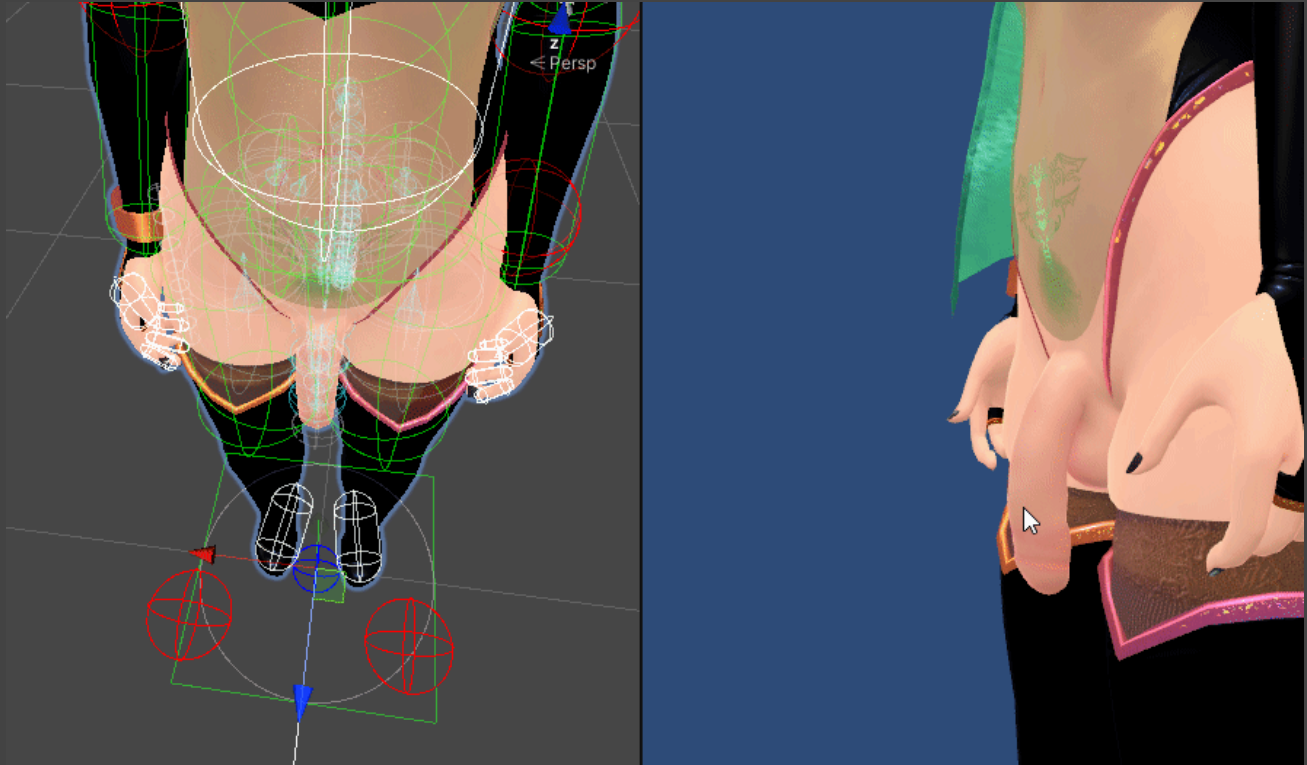


(Images show my [HUMI-SUCCUBUS](#) avatar, but the standalone dick works the same way!)

Once the foreskin is pulled back, you can **CLICK YOUR TRIGGER** in game to lock it in place. To reset it, just grab it again.

Erection Controls

Grab or maintain contact with the physbones for 5, 10, or 15 seconds depending on what settings you chose in the VRC Expressions Menu. This will cause the peen to grow erect:



(Images show my [HUMI-SUCCUBUS](#) avatar, but the standalone dick works the same way!)

You will need to use the regular menu controls to make it flaccid again afterwards.

DOES NOT WORK ON THE RALIV'S DPS VERSION OF THE MESH!

Personal Use Guidelines

- 1) HUMI-BASE Dick Standalone Personal License version is meant for personal use only, and is not eligible for resale.
- 2) You may edit as much as you like.
- 3) You may use the assets on as many personal projects as you like.

- 4) Please do not redistribute, except in the case of commissioning someone to add the assets to your personal project.
- 5) You may sell custom accessories for it or retextures, as long as such assets are made by yourself from scratch, link back to the original HUMI-DICK on your listing, and don't redistribute the original assets with your custom items. Please check the [FAQ](#) below for more details.

If you have any questions, issues, or find any bugs, don't hesitate to contact me on Discord:

humiliation_vr

F.A.Q.

Will there be a commercial license available?

Yes! It's here. It can be purchased for an additional cost on Gumroad. Please read the full agreement before purchasing:

<https://humiliationvr.gumroad.com//humi-dick>

Is SPS/TPS/DPS supported?

Yes! All current penetration shaders are supported, but I recommend using the SPS Version as not only is it free, but it is quickly becoming the standard penetration system.

TPS and DPS Versions are there solely for people who prefer those systems.

Can I make custom retextures or accessories to sell for it?

Yes!! As long as it is a significant retexture or a new accessory you make yourself, you may sell them! Just be sure to link back to the original gumroad listing for the HUMI-DICK, and do not include the original FBXs, prefabs, FX layers, or menus in your project.

But stuff like significantly editing/repainting the dick skin texture to match an existing avatar (like some of the popular ones from Booth), making accessories or props that attach too or work with the dick, or other similar transformative additions are all in the clear as long as the original files aren't included with it. If you're not sure, and would like to check with me first, don't hesitate to message me on discord: [humiliation_vr](#)

Modular Avatar Installation

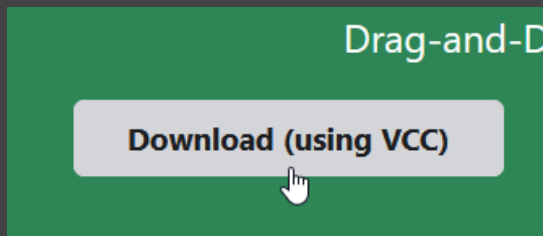
RECOMMENDED INSTALLATION METHOD!

1. Make sure you are using the VCC and the most recent version of the VRCSDK! Unity 2022 supported!

Using older and non-VCC versions of the SDK can cause issues or prevent the asset from properly working.

I cannot offer any help if your VCC is not up to date.

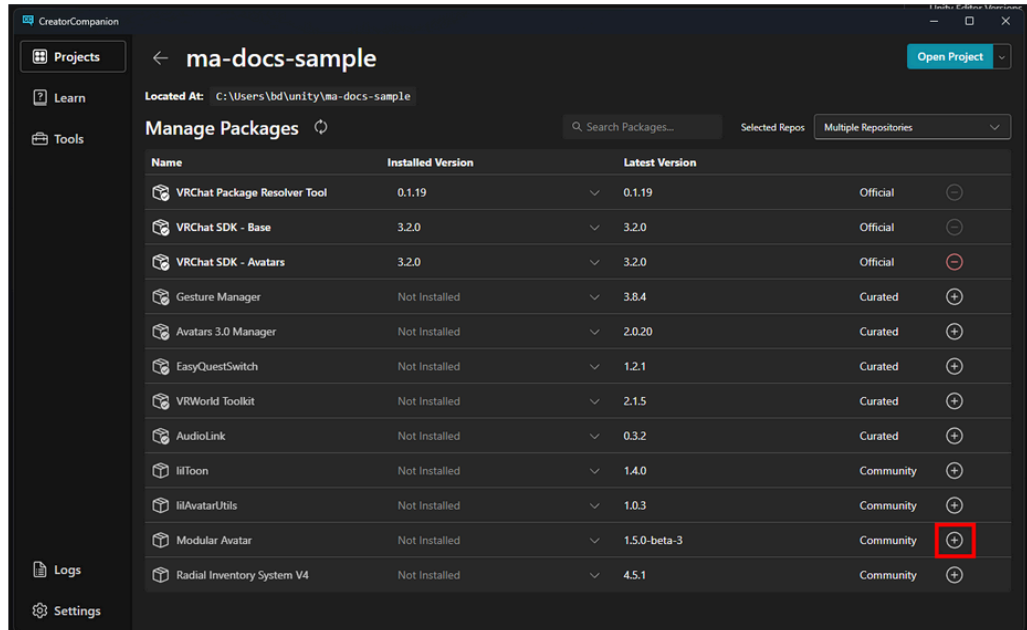
2. Install [Modular Avatar](#) into the VCC using the button here:



3. Follow the instructions included for how to install it that will pop up after clicking Download:

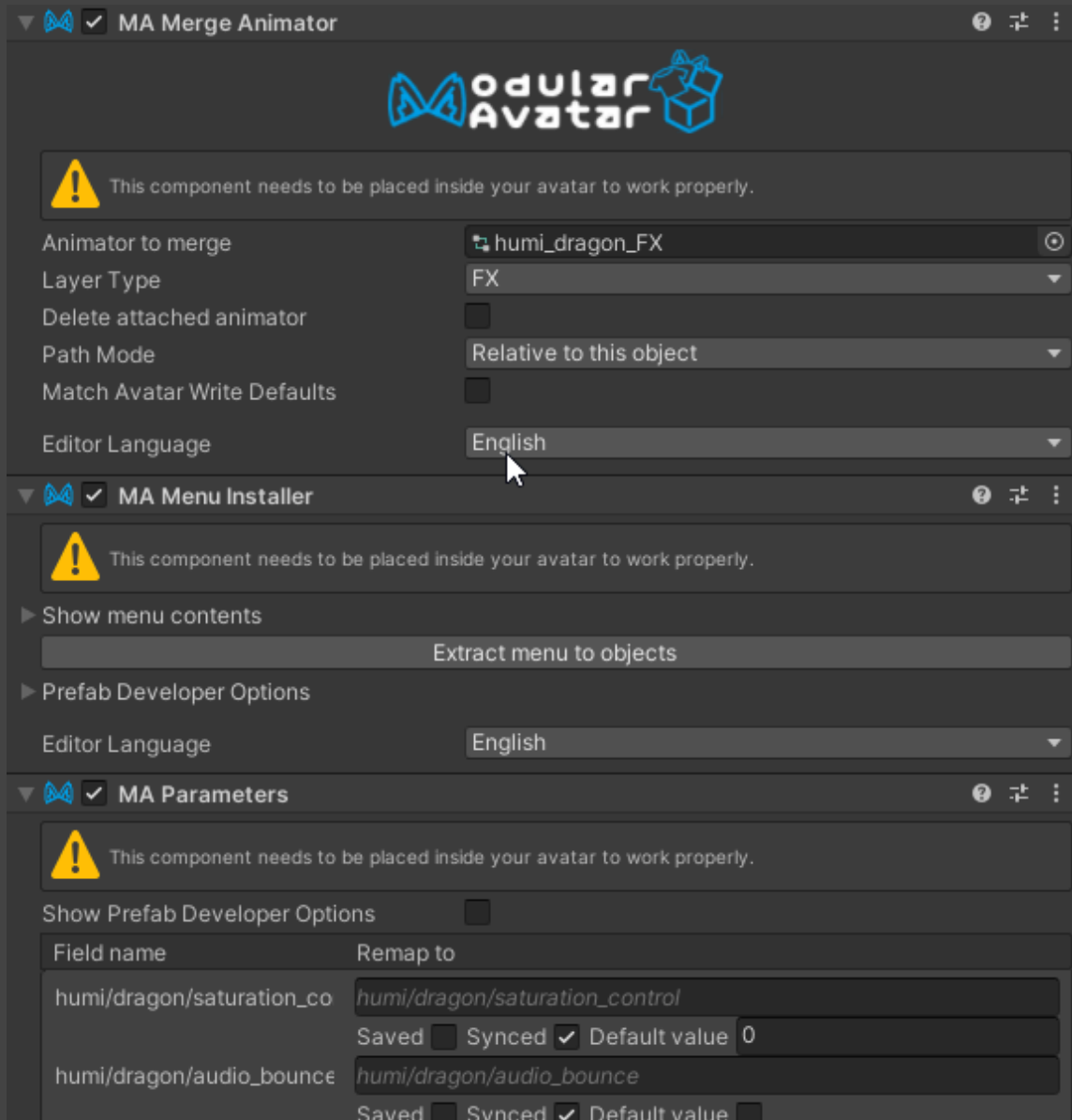
VPM installation

You should have seen a prompt to add Modular Avatar to VCC. If you didn't, upgrade your copy of the VRChat Creator Companion and try again. Once you've added the repository, you can install Modular Avatar in your project by clicking the button shown here:



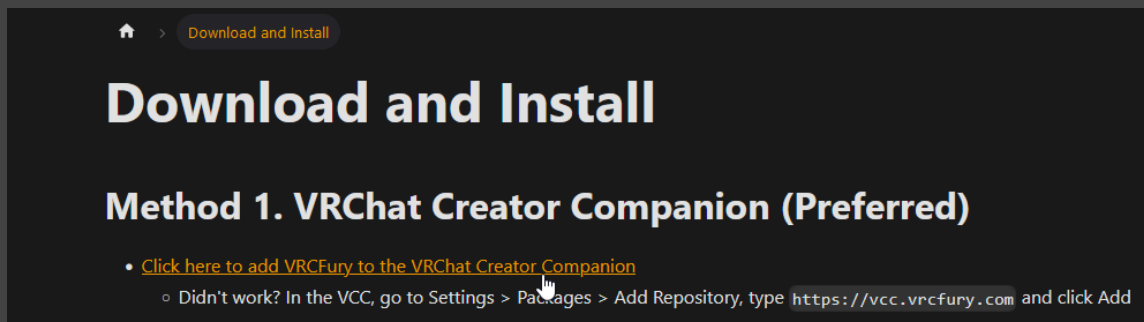
Close

4. After it's installed, check one of the prefabs included in the project. If it looks like this, Modular Avatar is installed correctly!

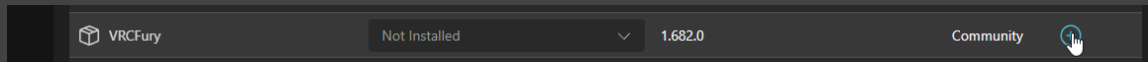


If it says “Missing MonoScrip” make sure your SDK and everything in the VCC is up to date before installing Modular Avatar again.

5. Install [VRCFury](#) to the VCC using this page:

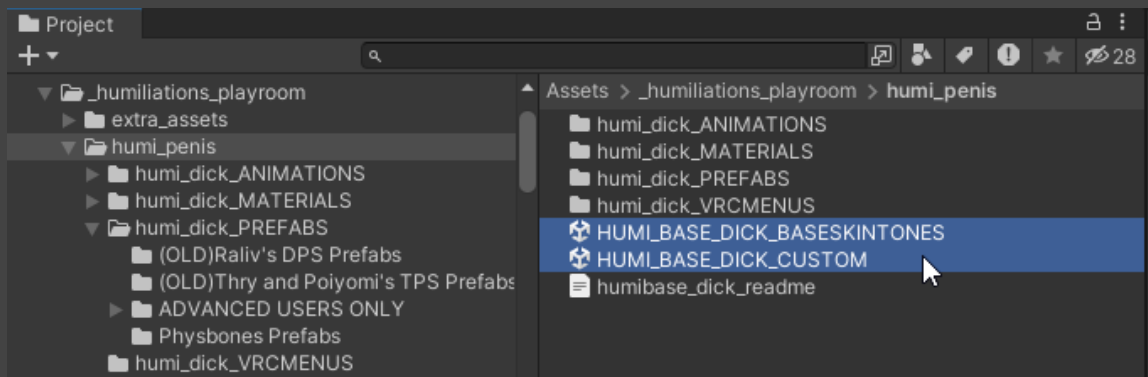


6. Go to **Manage Project** and add VRCFury to your project:



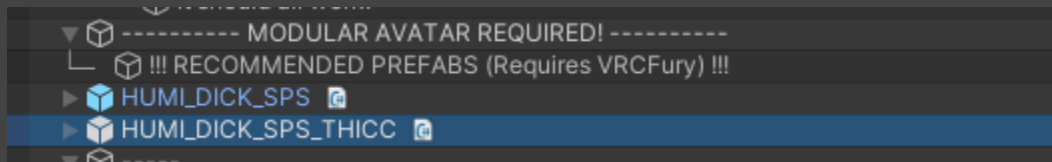
7. Now manually add the HUMI-DICK unitypackage to your unity project.
8. Check the two scenes in the main folder and open the one based on your preference:
HUMI BASE DICK BASESKINTONES: Includes all four main skintones and more realistic shading.
HUMI BASE DICK CUSTOM: Only supports one skintone and includes one with **LilToon** style settings. **Use this option if you plan to heavily edit the peen material to fit your avatar!**

Please check the **CUSTOM SKINTONE** section for more information.

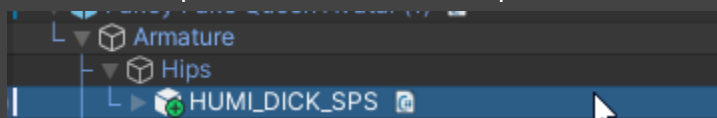


9. Choose a prefab! **SPS versions are recommended**. DPS and TPS prefabs require separate purchases!

The **_THICC** means it's the version that supports the paid asset **ThiccWater**.

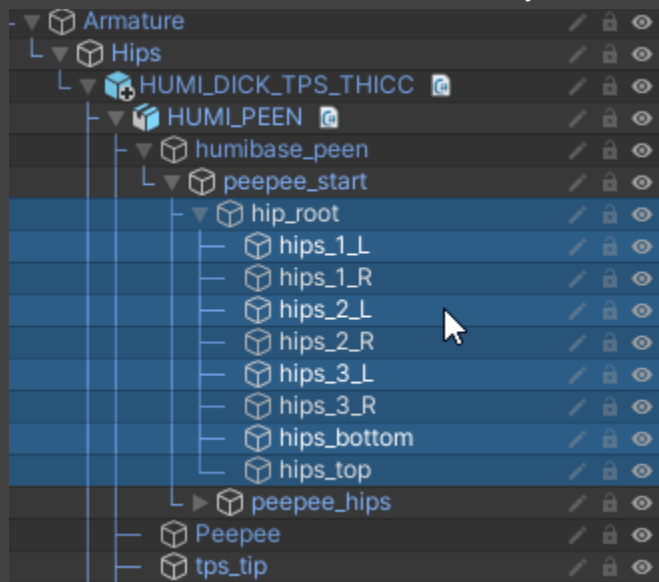


10. Drag the prefab of your choice to the hips of your avatar. Position it to your preference. Make sure to position while the whole prefab is selected first:

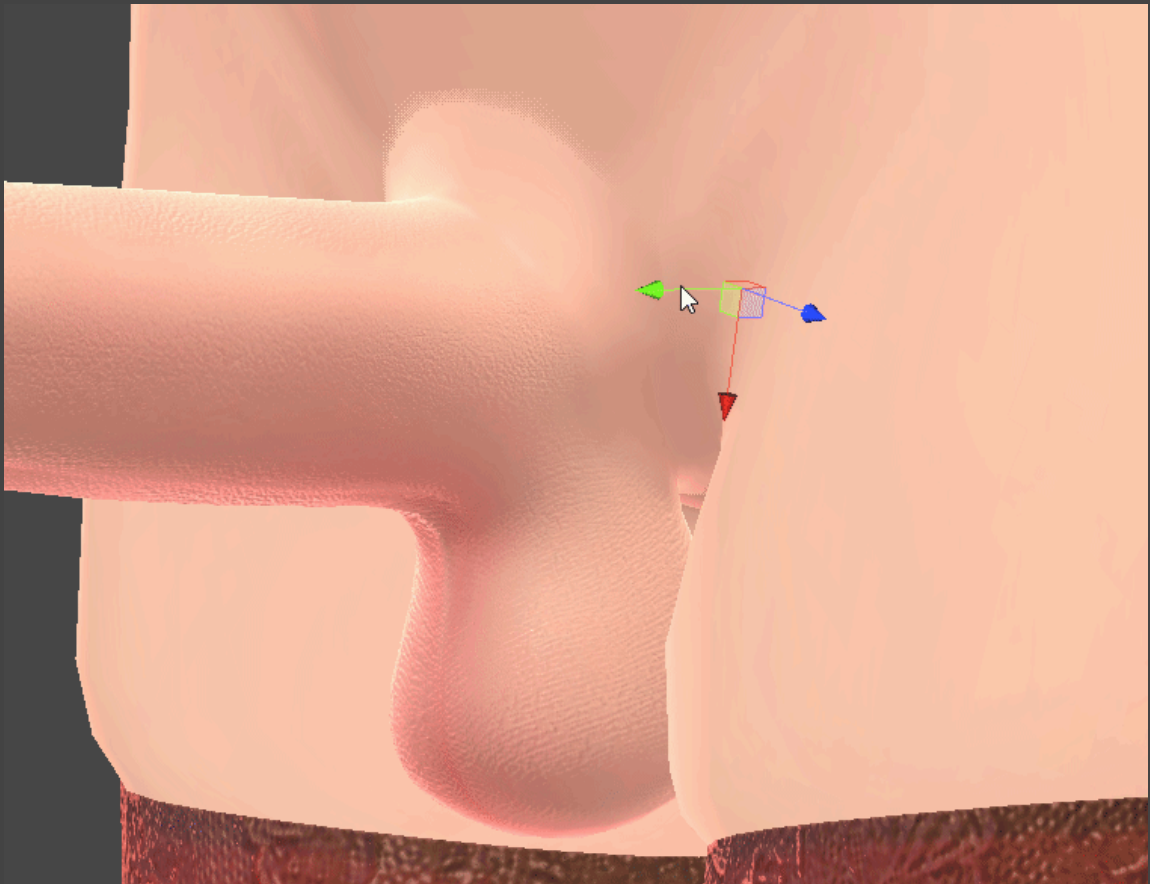


^^^Rotate, drag, and move FULL PREFAB first!^^^

11. You can use the bones in the base to adjust it to fit your avatar, found here:



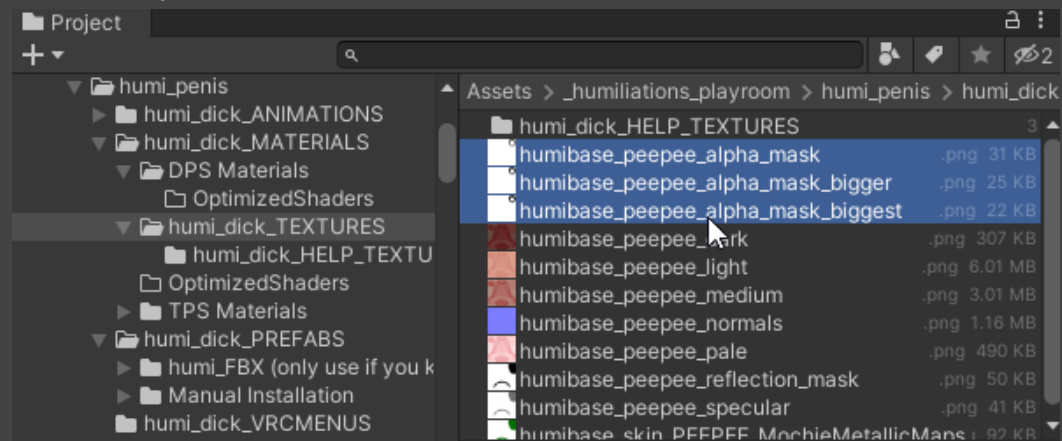
(The gif destroyed the dithering effect so try to ignore that, doesn't look like that in unity or in game)



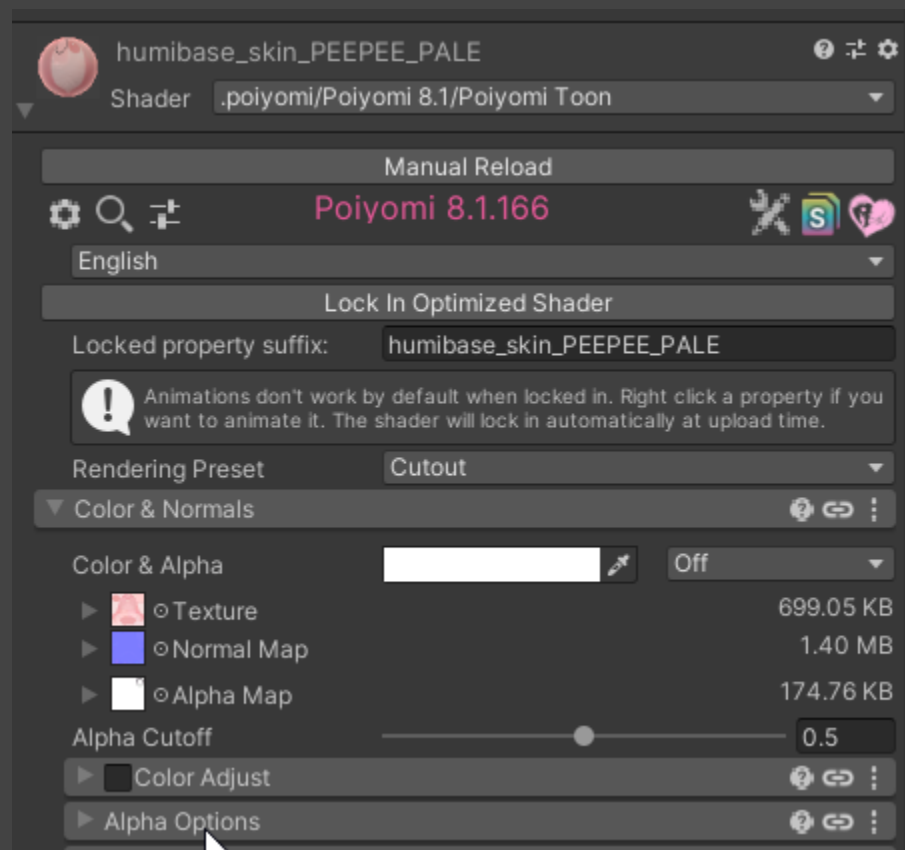
There are multiple bones that you can move to achieve the look you want.

OPTIONAL ALPHA MASK EDITING:

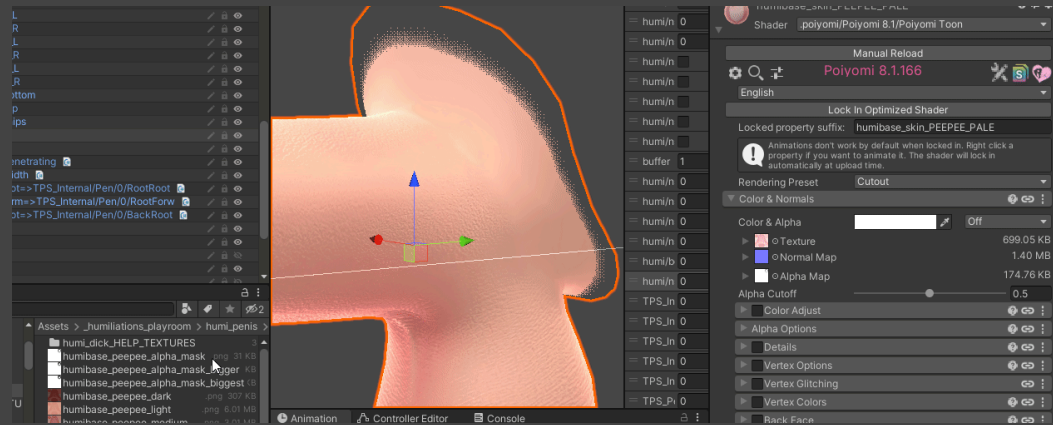
- a. If you are having trouble achieving a close fit even with the bones, there are Three different alpha masks you can use to change how much of the base is shown. They are found here:



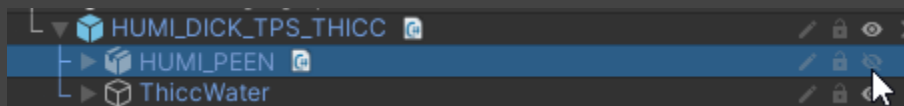
- b. Double click the dick so that the material properties shows up on your Inspector tab:



- c. Drag the alpha maps into the bottom section. If you're using DPS or TPS, you need to update those materials too!



12. If you want the dick to default to OFF when loading in game, make sure HUMI_PEEN is disabled before you upload:



If you don't, the dick may flash on briefly as your avatar loads in.

13. Make sure you have enough parameter memory on your avatar for the asset!
- All Skintones: **42 parameter memory**
 - All Skintones+THICC: **47 parameter memory**
 - Custom Skintone: **34 parameter memory**
 - Custom Skintone+THICC: **39 parameter memory**

14. If you don't make sure you have enough parameter memory, the next step will fail!!!

15. Upload your avatar! Modular Avatar/VRCFury will install the FX layer, parameters, and everything else you need when you upload automatically.

16. You're done! It should all work in game.

If you're an advanced user who is familiar with Unity, you can use the [Manual Install Instructions](#) at the bottom, but I would suggest avoiding that if possible.

Custom Skintone

This is a new version of the prefabs with `_CUSTOM` at the end.

- Removes Skintone radial from menu.

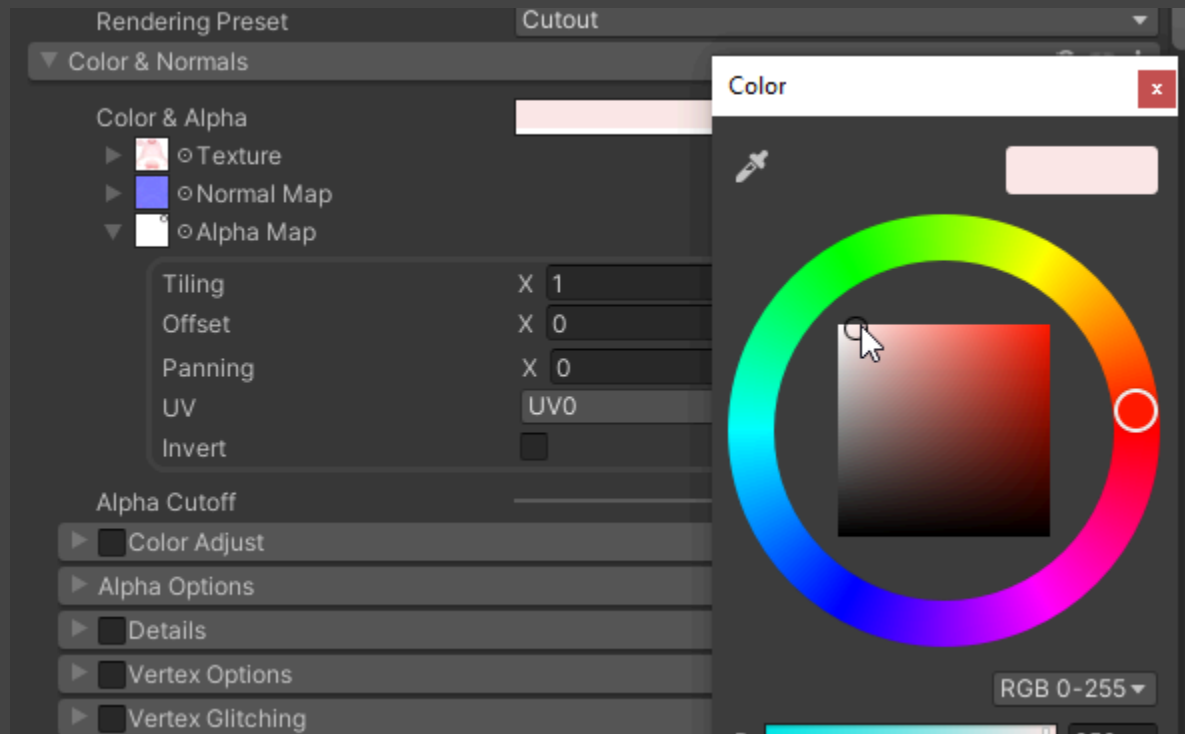
- Prevents your custom skintone from changing back to default skintones if you use a completely different material than the default.
- Reduces Parameter Memory
- Comes with an alternate material with a texture that allows the color to be easily changed directly through the material.

Easy Skintone Change

The _CUSTOM skintone material (default on prefab) is in [LilToon](#) style shading, and can be easily edited in Unity. The rest of this section explains how to use it to match [BOOTH](#) and [LilToon](#) style avatars.

This doesn't require texture editing at all and is very easy. **You won't get perfect results, but it is the fastest method for matching.**

It just uses this:

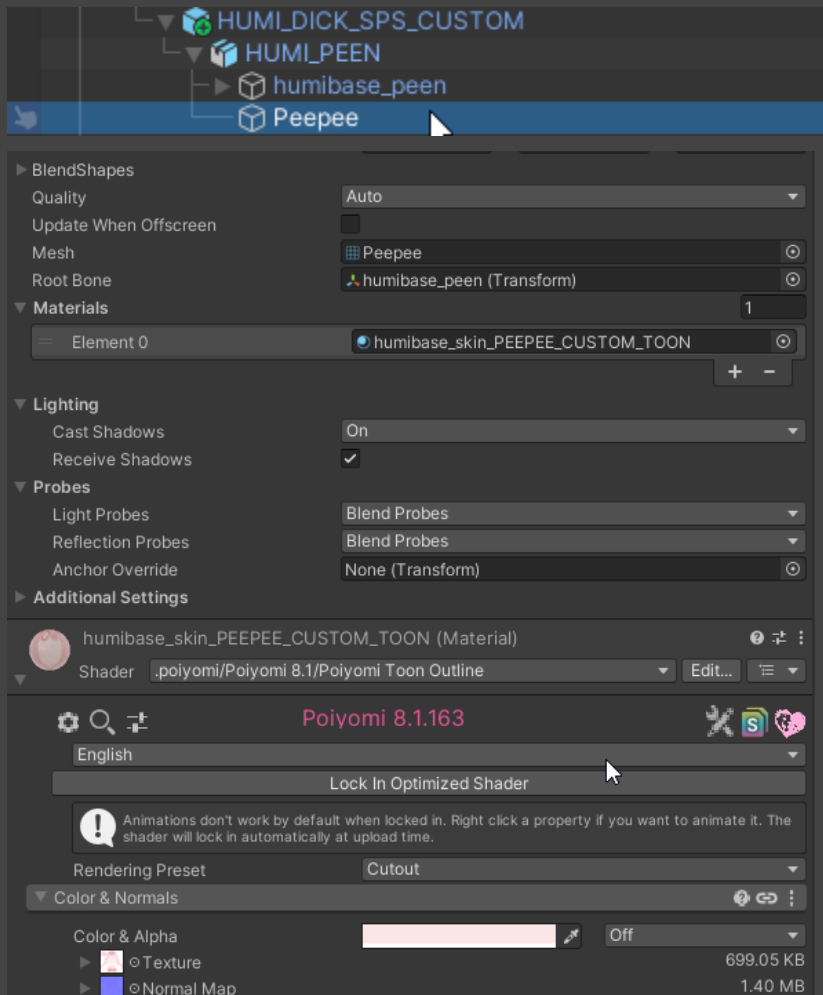


Examples:

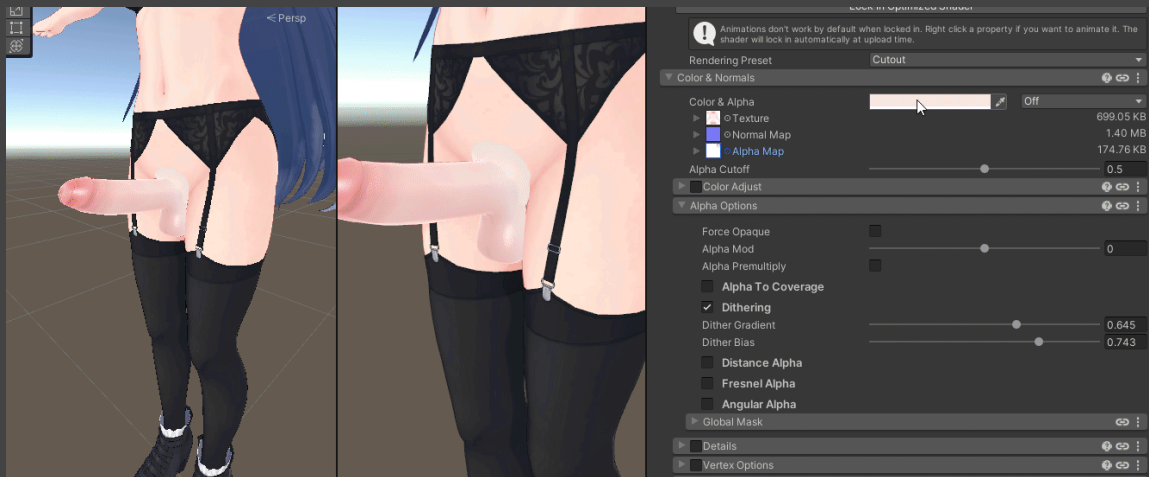


1. Place the prefab of your choice with `_CUSTOM` in it on your avatar, position it where you want it.

- Go to the peepee mesh in the prefab to edit the material in the Inspector:

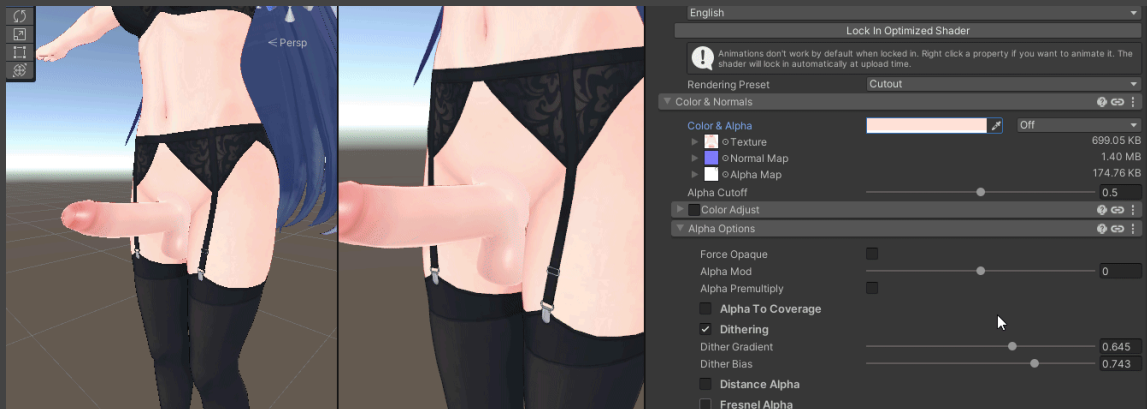


- Use the Color & Alpha section and the eyedropper to select a neutral area of your model's skintone near the dick. After that, adjust it in the color wheel until it looks as close as possible:

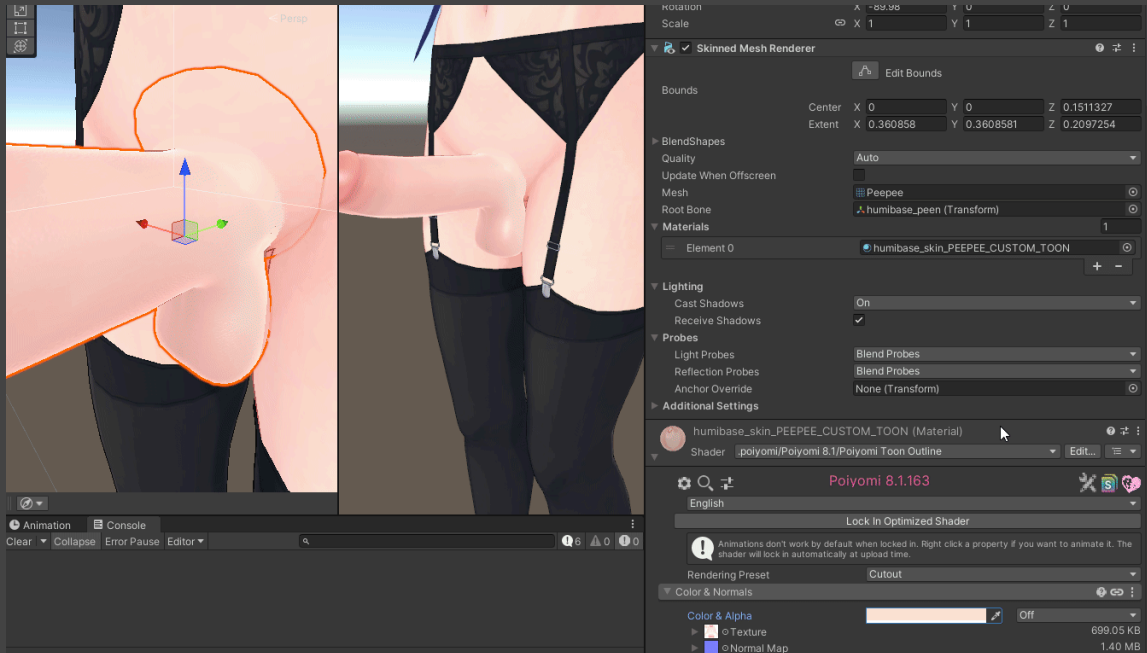


(Avatar shown is Kikyou)

4. Once it's close and if you can't quite get it, use the Alpha Map to reduce how much of the base is shown:

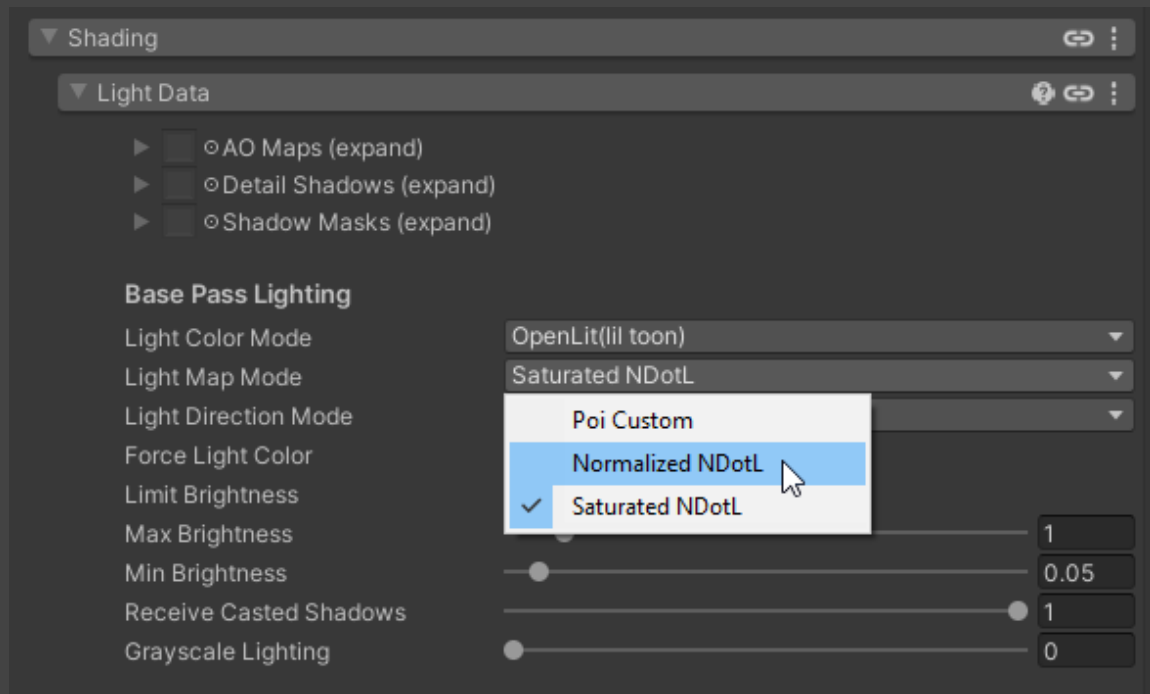


5. Adjust the position and colors as needed:



OPTIONAL TIP: If you want the darker tones to match the model better, switch to “Saturated NDOTL” in the shading section, this isn’t always recommended but can make

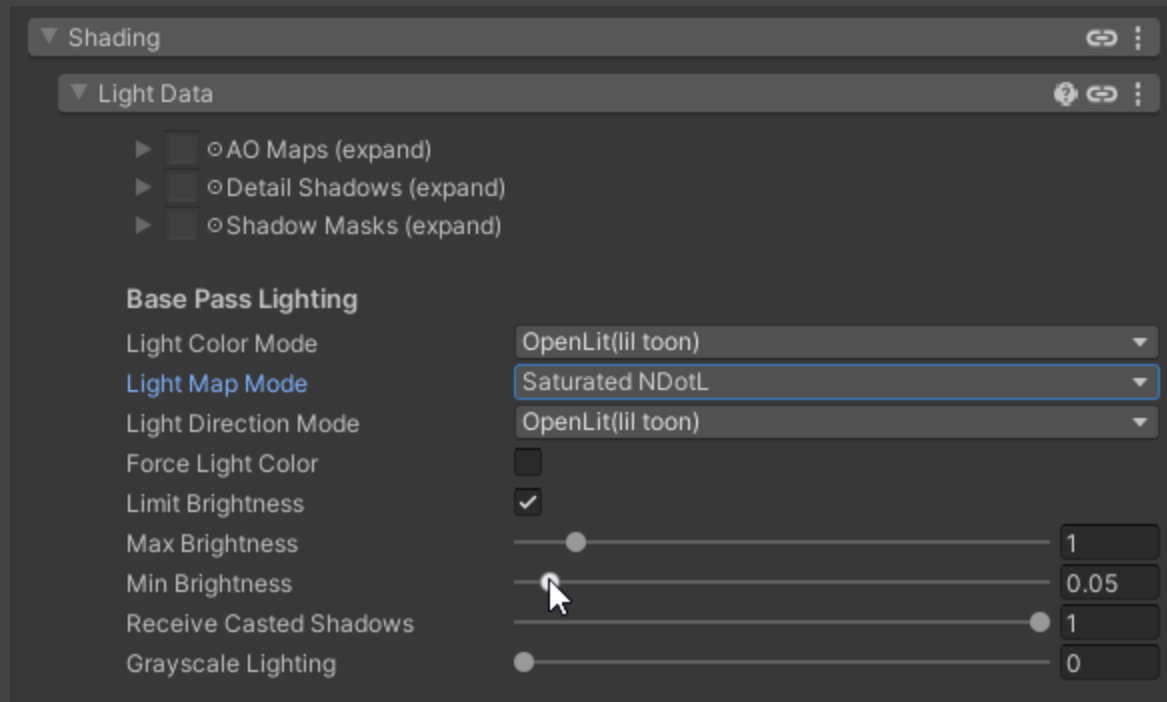
things look better:



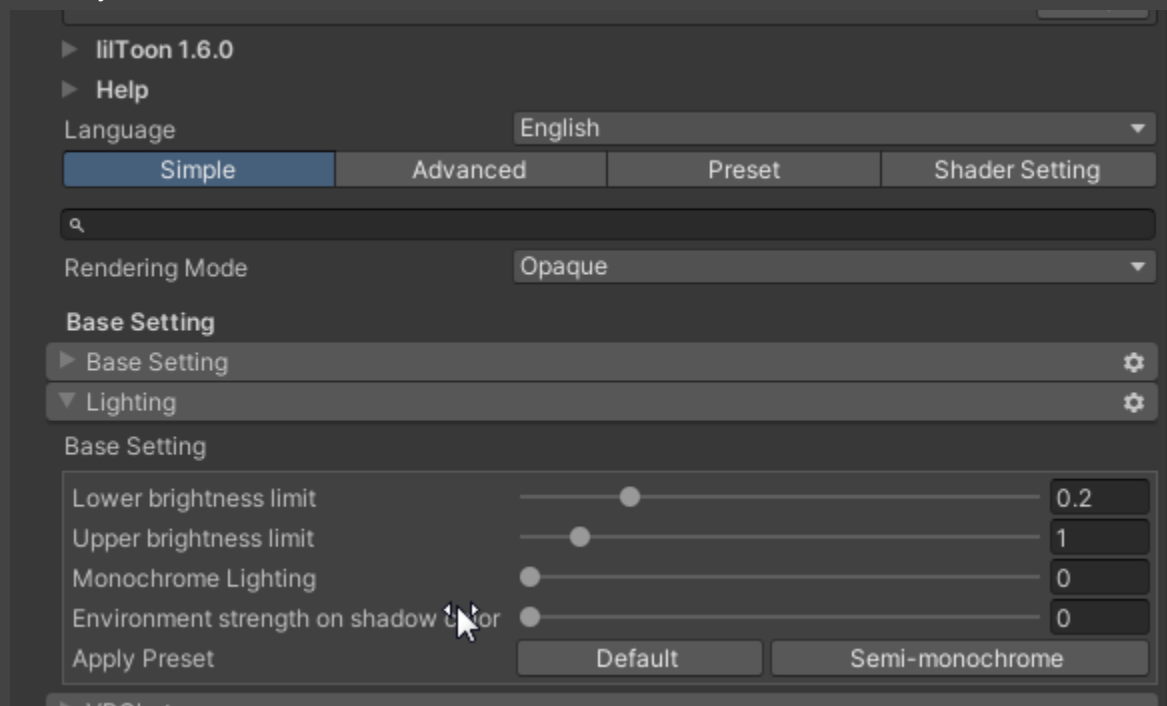
6. You're done! It won't be perfect and will work better on some models than others depending on how complex the hip shading is, but it's a very quick way to get it close to your base skintone without having to use an image editor.

DICK BRIGHTER OR DARKER THAN SKIN IN LIGHTING CONDITIONS

If your dick is brighter or darker in certain lighting conditions, you will need to change the Min Brightness setting:

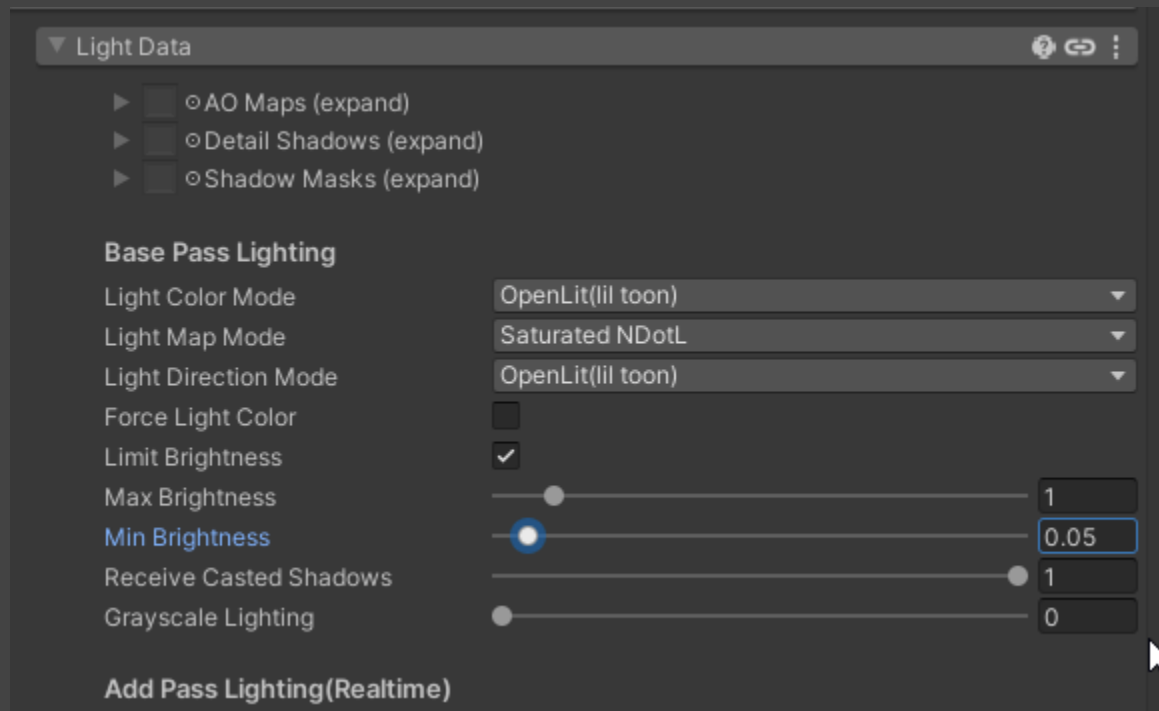


Check your avatar's skintone material:

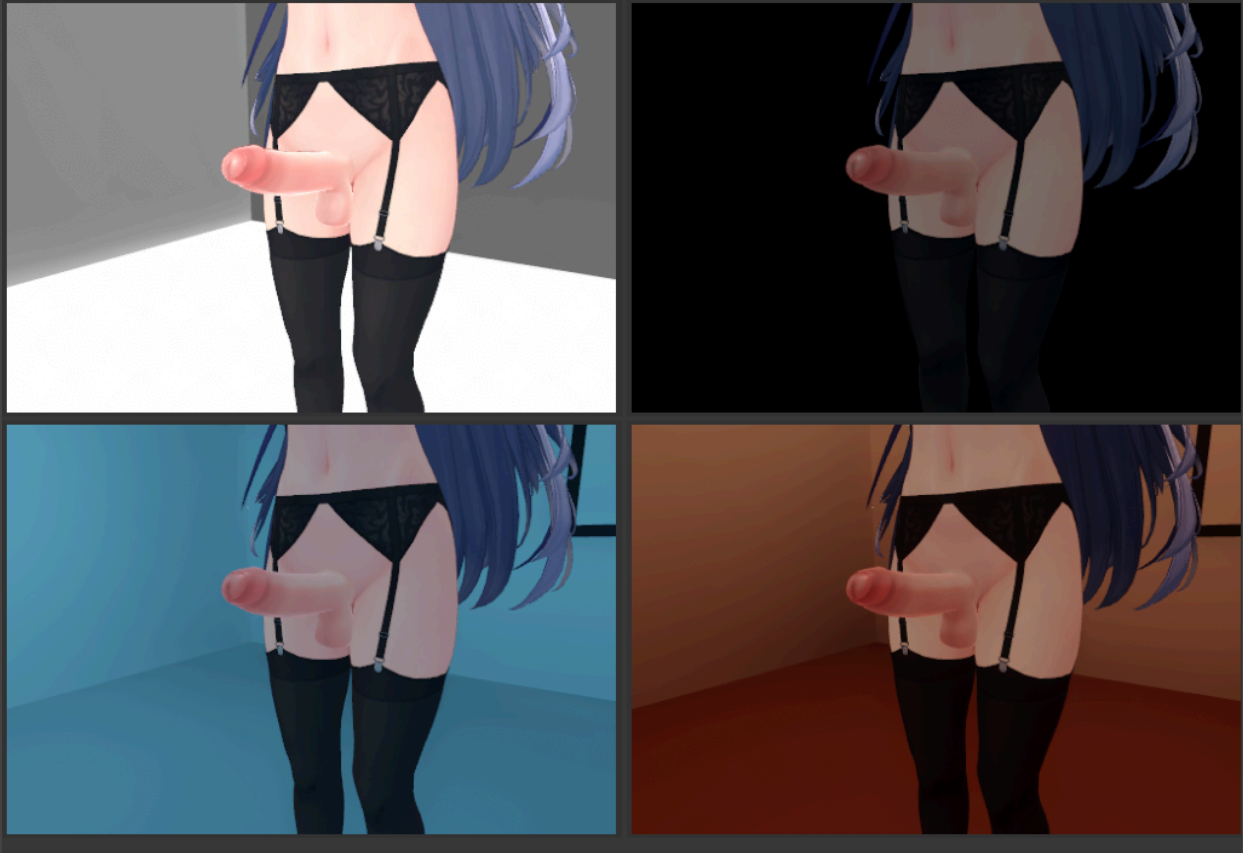


In this case, the lower brightness limit is .2, so change the settings on the dick material to match

it:



You can check to make sure it matches with [Hai's Lightbox Viewer](#), and make further adjustments as needed:



(Not all options shown because Real Time Probe lightings are usually inaccurate)

To further improve appearance, make sure to follow this troubleshooting section:

[The color isn't matching and the dick disappears at some angles!](#)

Troubleshooting

The Avatar Won't Upload!

Make sure [Modular Avatar](#) and [VRC Fury](#) are installed correctly (no Missing Monoscrip error!) and that you have enough space on your avatar's parameter menu, [as mentioned in the instructions above.](#)

Foreskin Resetting After Pulling It Back With Physbones

Once it's pulled back, click your tigger with your controller to lock it in place! To reset it, you just need to grab the physbone responsible for the foreskin again and it'll reset.

Foreskin Physbones Retraction Not Working on DPS Dick

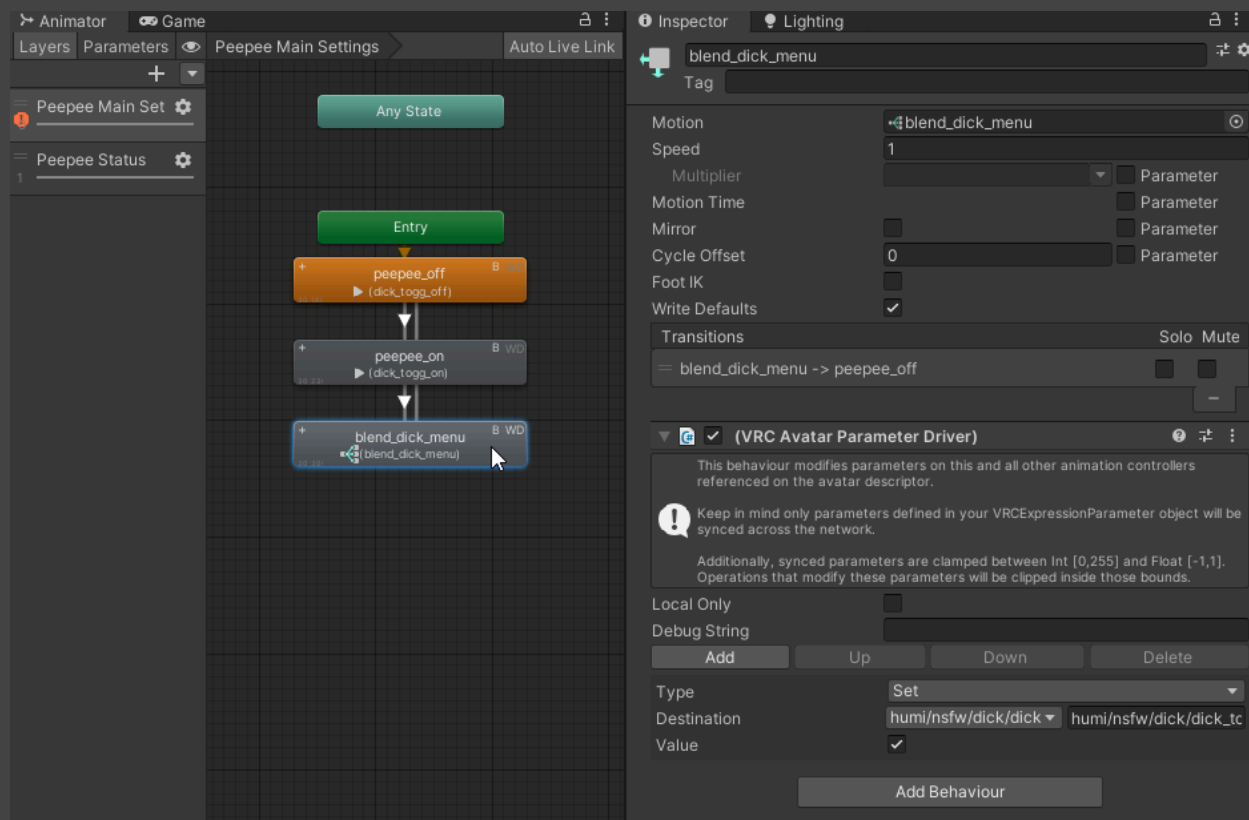
You must have the Physbones version of the dick also in your scene! The DPS version relies on the armature of the Physbones version so you can retract the foreskin with Physbones; it's a limitation of how the DPS meshes work so I apologize for the trouble.

Menu Foreskin controls will work without the Physbones version though!

Toggles Are Not Working and Other Parts of my Avatar Are Breaking!

Mixed Write Defaults can cause a ton of issues. If most of your FX layer is write default on, you'll need to change all of the animations on the HUMI-DICK control layers to also be Write Defaults on! You can do this automatically with VRLabs Avatar Manager, through the Write Defaults tab at the bottom.

MAKE SURE THIS ANIMATION STILL HAS WRITE DEFAULTS ON:

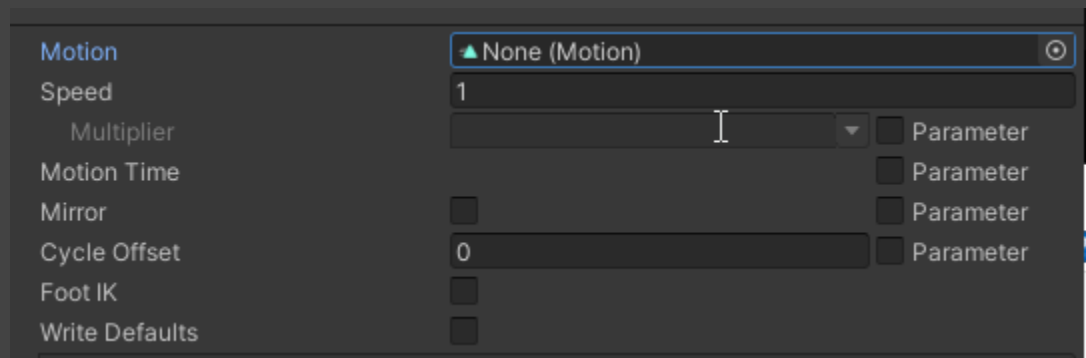


It is REQUIRED for Direct Blendtrees to work, and will not negatively affect the FX layer even if all other write defaults are off!!

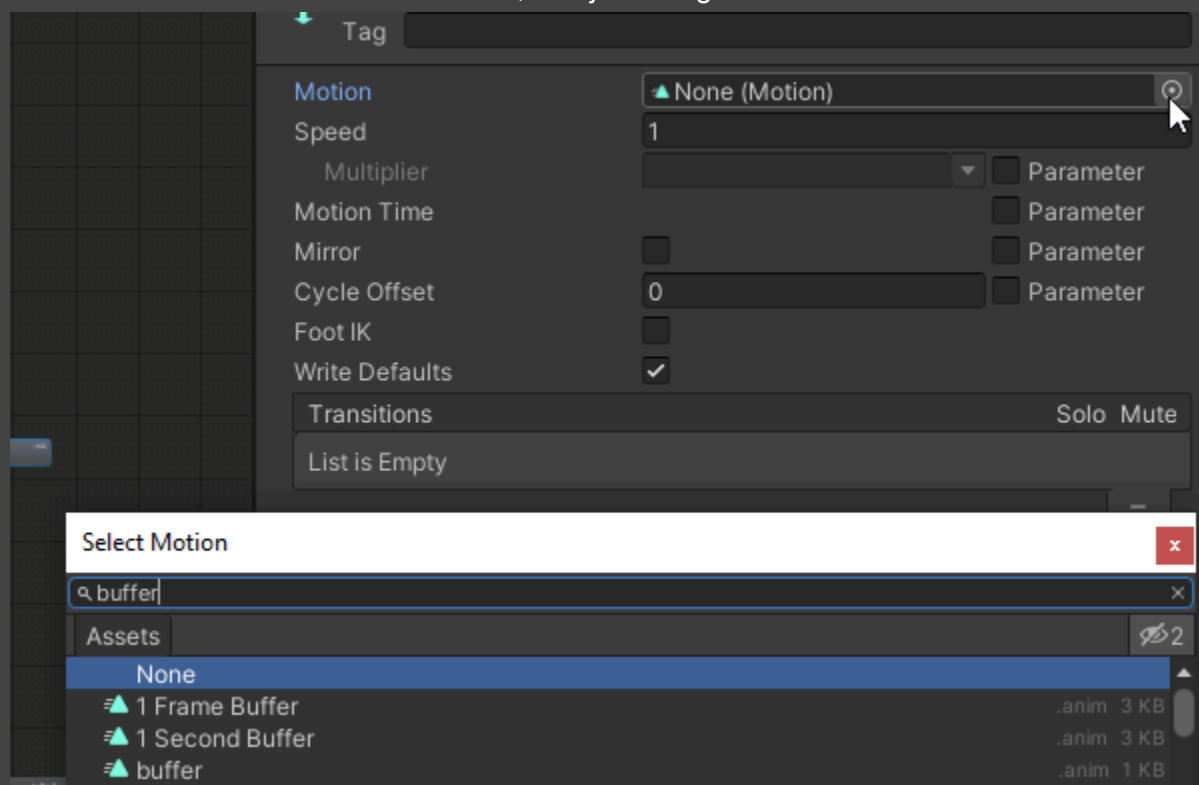
If you are using the SPS Version and VRCFury prompts you, tell it to set Write Defaults ON.

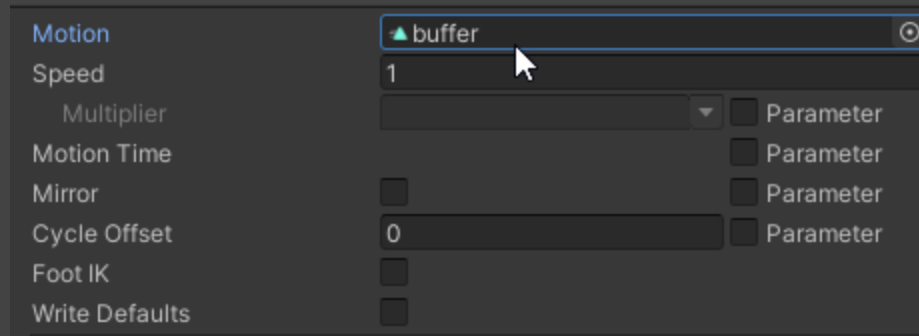
I Did the Above but Toggles Still Aren't Working and Parts of My Avatar Are Breaking!

Make sure your FX layer for your avatar doesn't have any empty animation states. Empty animation states will look like this in the inspector when you click on them:



Specifically, the **None (Motion)**. They can often break Animator Controllers completely! Click the circle at the end and search “buffer”, and just assign that animation:





It's an empty animation, and will help prevent the FX layer from locking up and causing issues.

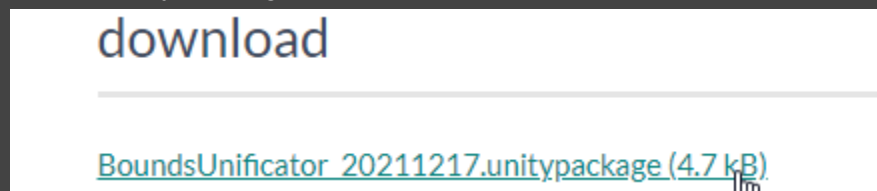
The color isn't matching and the dick disappears at some angles!

Colormatching is unfortunately not easy, between lighting in all the different worlds and just the basics of retexturing, it can be a real challenge. Just texturing it after making it myself took a lot of trial and error to get the colors matching! But if you feel your colors are close, but shading doesn't seem to be normalized or you have an issue with the dick disappearing, you can change the bounds and anchorpoint and that may fix some issues.

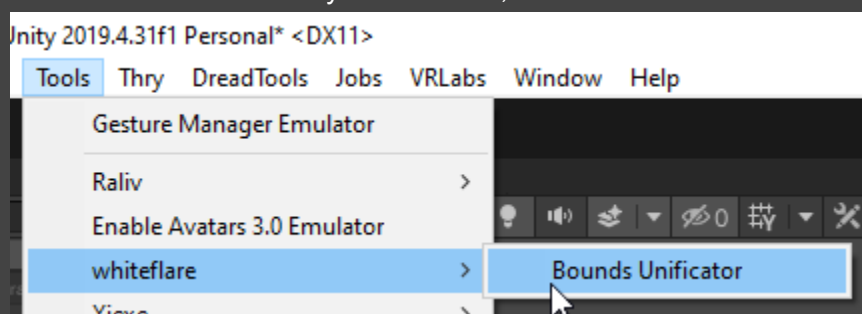
Since proper bounds are important for all models, I recommend using this tool as it makes it super quick and easy, and can set your anchor points too! The webpage is in Japanese, but don't worry! The tool itself is all in english:

Whiteflare's Bound Unifier

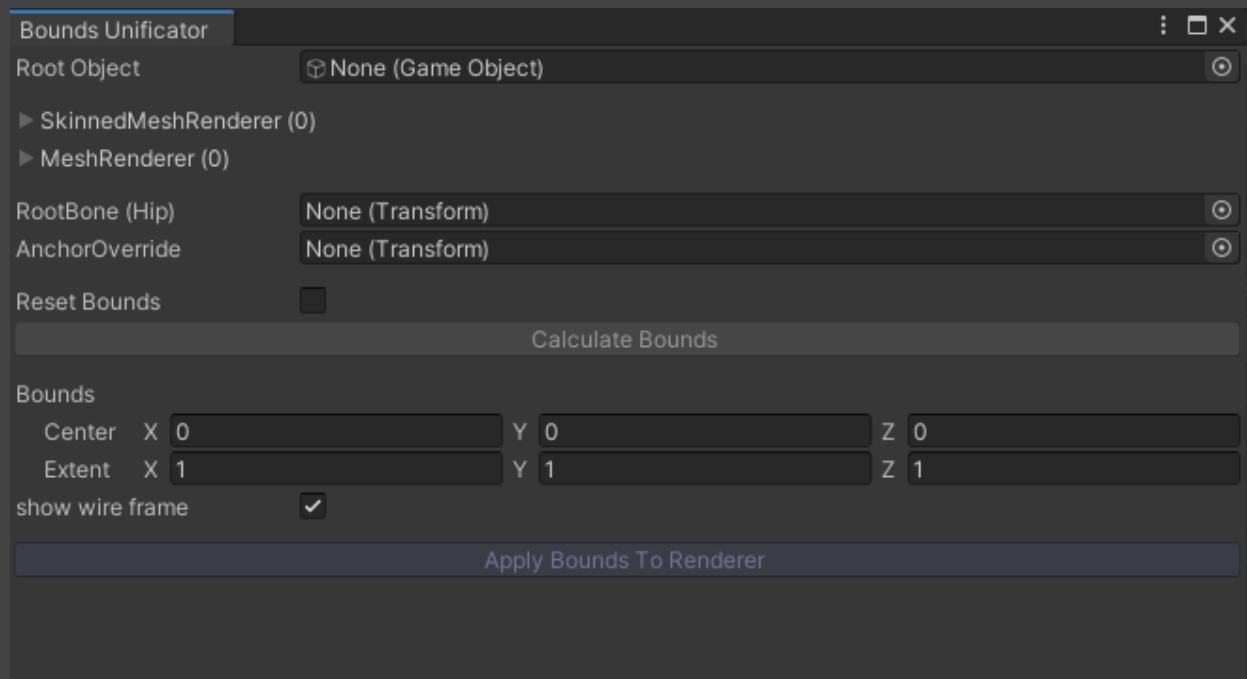
Download by clicking here:



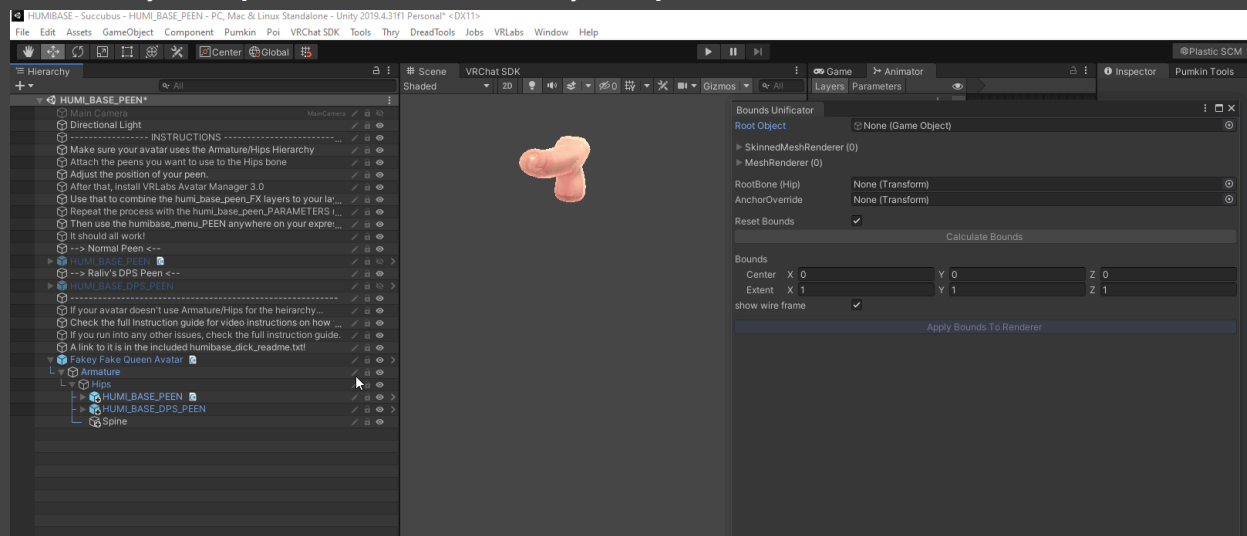
You'll find the tool in Unity under Tools, here:



Open it up and you'll get a window like this:

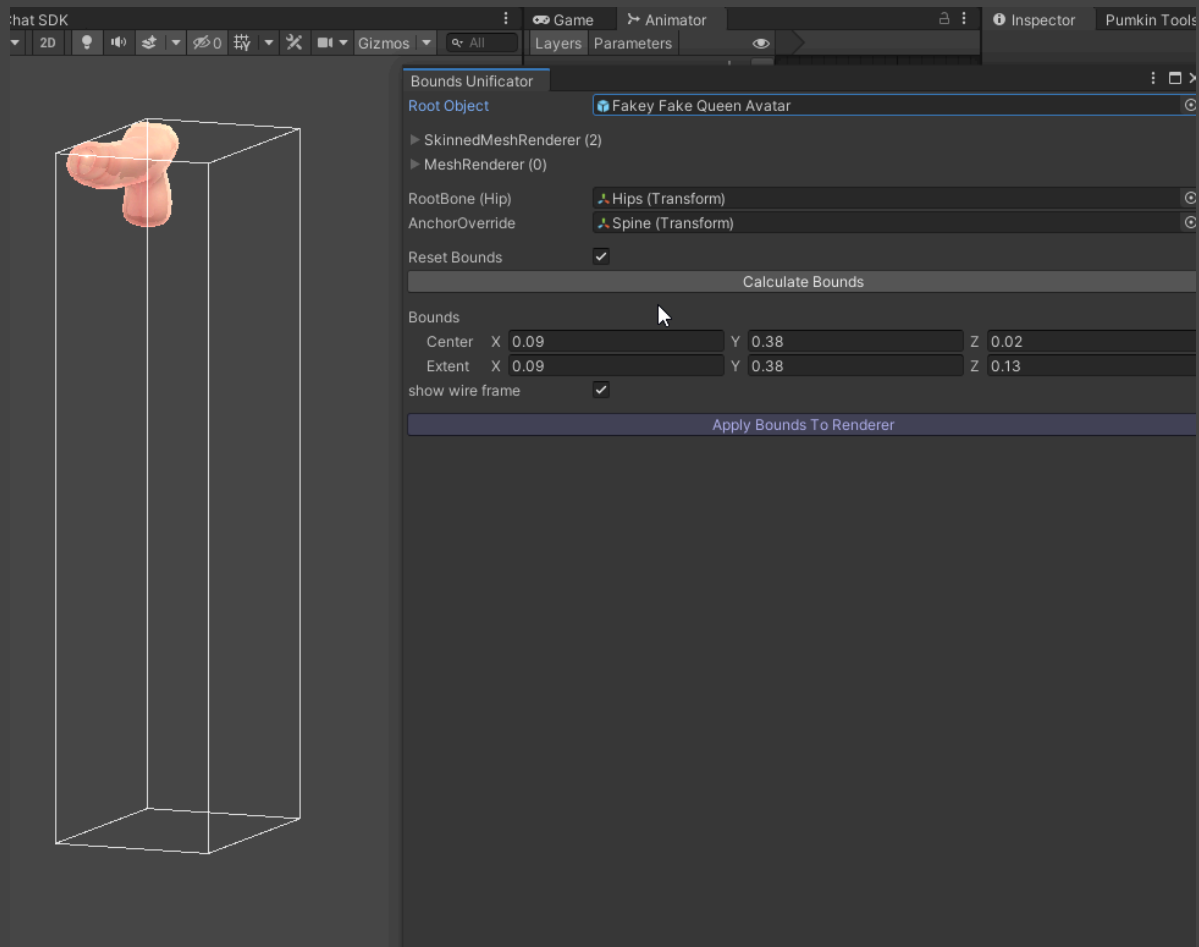


Drag your avatar into the window like this! I'm using a dummy avatar, but the process is the same. Put your Hips under RootBone, and your Spine under Anchor Override!



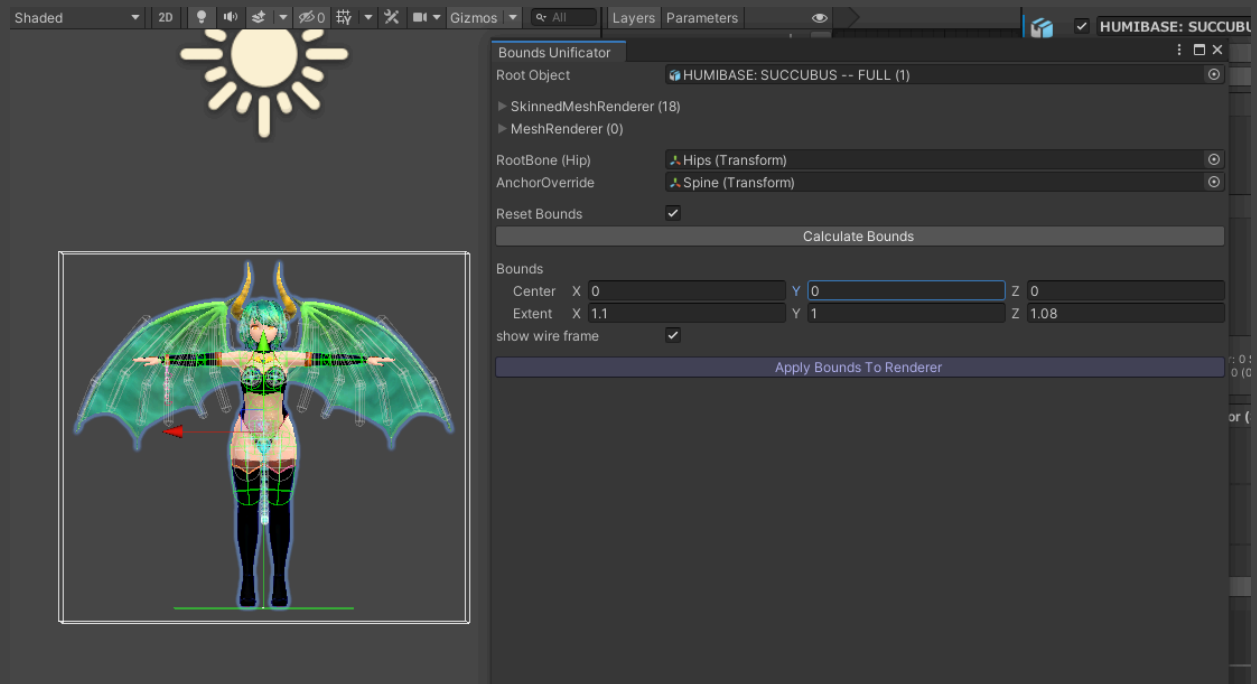
After that, checkmark “Reset Bounds” and then click “Calculate Bounds”. You will see white boxes appear over your avatar! Since I’m using a dummy, please pretend there is a whole

avatar. As you can see too, the bounds aren't quite correct:



You can fix this by changing the numbers below, Extent will change the width, height, or depth respectively, while Center, the top section, will change where the box is centered. All you need to do is edit it so your whole avatar is in the box! Give a little wiggle room, but make sure every

part of the avatar is inside it! Here's an example using my HUMI-SUCCBUS:

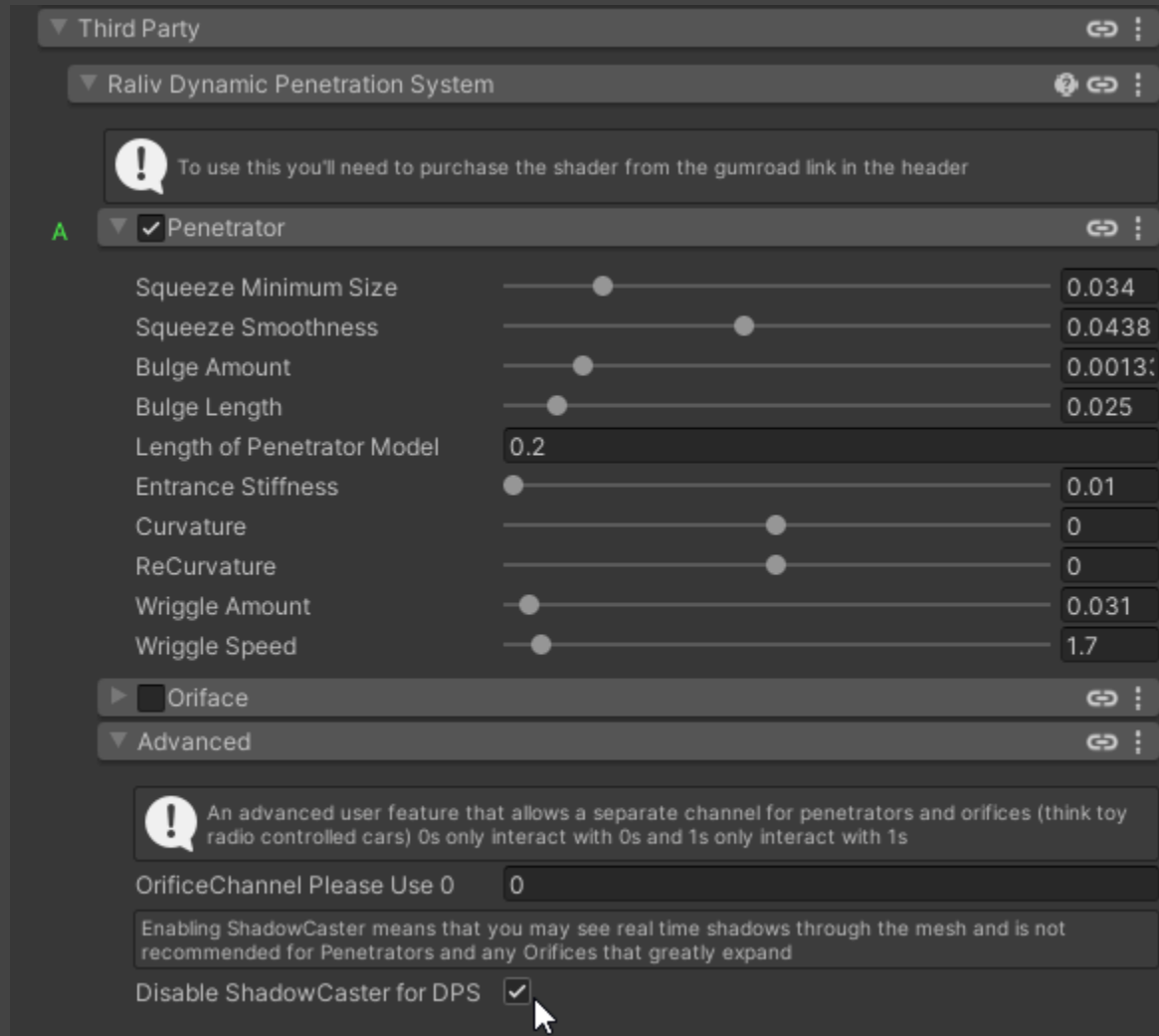


After that, just click “Apply Bounds to Renderer” and you’re done! This is the fastest and easiest way to make sure all your meshes have the same bounds, and prevents stuff like your shoes or clothes disappearing out the corner of someone’s eye while also helping fix any shading issues!

DPS Troubleshooting

(DPS Help) Dick Transparent in DPS Mode

For this you just need to toggle “Disable ShadowCaster for DPS” at the bottom of the Raliv’s Dynamic Penetration System section until it is no longer transparent:



(DPS Help) DPS dick can’t change erection state or make it throb!

This is a limitation of how Raliv’s Dynamic Penetration Shader works; the mesh is not rigged and has no bones, so all you can change is size and retract the foreskin using the bones of the default rigged dick.

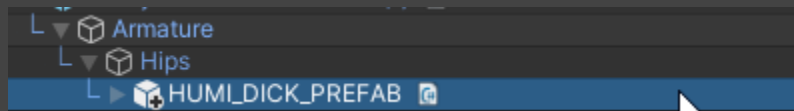
If you want to still be able to use the special bone features while still using penetration shader features, I recommend using the TPS versions of the dick with PoiyomiPro, as it allows you to still do all of the base features of the dick when it is not actively penetrating an orifice!

Manual Installation Troubleshooting

(Manual Installation) Erection and other Animations Not Working/My Dick still won't toggle on!

First Step:

Make sure the name of the prefabs haven't changed! The animations are both case sensitive and name sensitive, so the dicks must have their default names, and be attached to the Hips:



If the name is different from HUMI_DICK_PREFAB or anything like that, it won't work! The name must be exact.

(Manual Installation) It's not working but everything seems to be installed correctly!

I've been getting many reports that VRLabs can be a little unreliable when it comes to merging the assets. If you go through the rest of the troubleshooting in this guide and nothing seems to get it working, remove everything relating to the HUMI-DICK from your avatar (FX Layer layers, parameters, VRC Menu parameters, etc) and try re-installing using Avatar Manager 3.0. This may take a few tries, but it will usually work.

Sorry for the inconvenience, this is outside of my control.

(Manual Installation) Non-Standard Hierarchies

Option 1:

If your avatar doesn't use the standard Armature/Hips/Spine type hierarchy, here's a video with instructions on how to edit the animations or make changes to make sure the animations will still work:

<https://youtu.be/Gz4WDZ4Bo9s>

Note: The video has an NSFW preview image, showing the dicks.

Option 2:

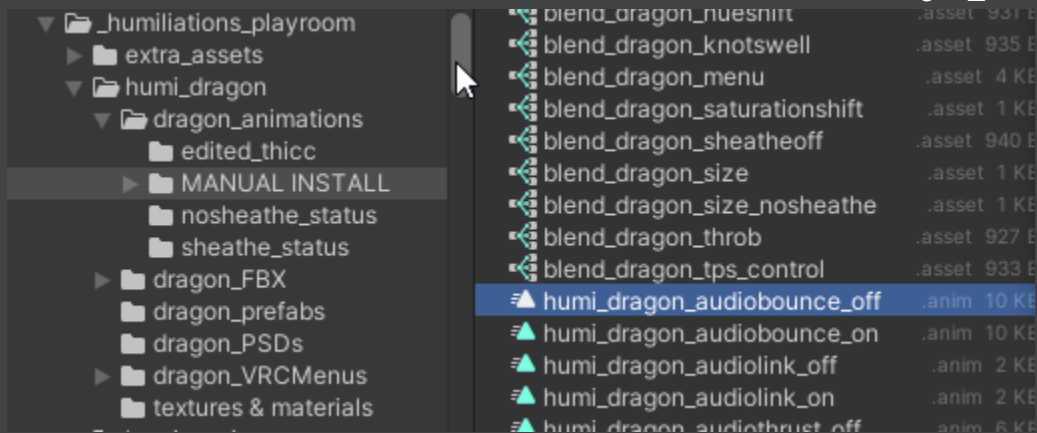
RATS!

Rats has an animation editor section that allows you to easily change animations to custom paths. The examples show files from the HUMI-DRAGON, but it works the same for all animations!

1. Install it following the instructions included in the link above: <https://vpm.razgriz.one/>
2. Once installed, open the animation editor from the Tools dropdown in unity:

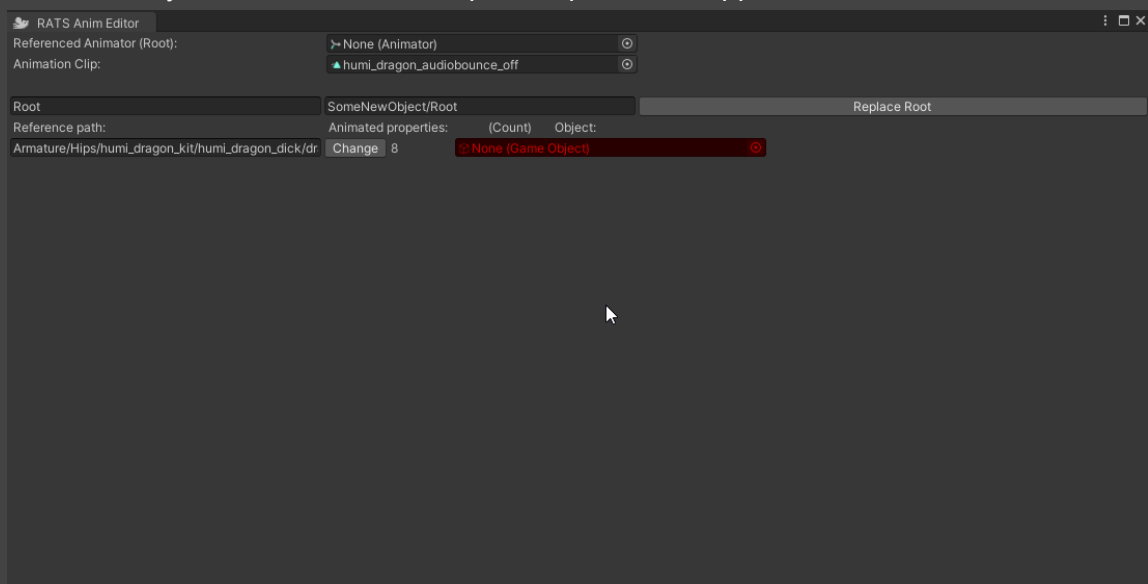


3. Select the first animation from the **MANUAL INSTALL** folder under dragon_animations:

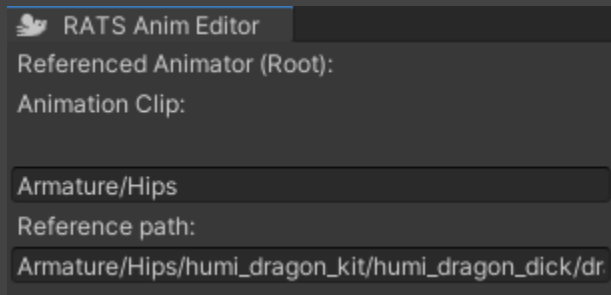


MAKE SURE IT'S THE ANIMATIONS IN THE MANUAL INSTALL FOLDER OR IT WON'T WORK!!

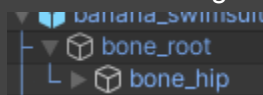
4. This is what you should see! The important part is the upper bit:



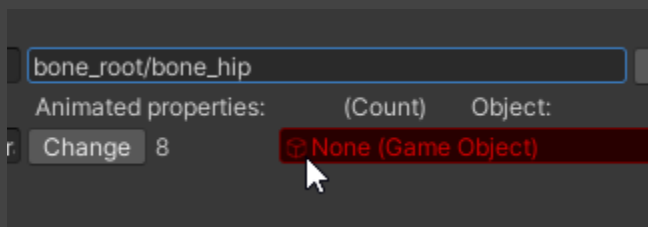
5. First drag your avatar into the top slot, **Referenced Animator (Root):**
This will make sure that things work properly after you do the rest.
6. Set the first empty thing that says Root to “Armature/Hips”, this is defining that that is the current root in the animation:



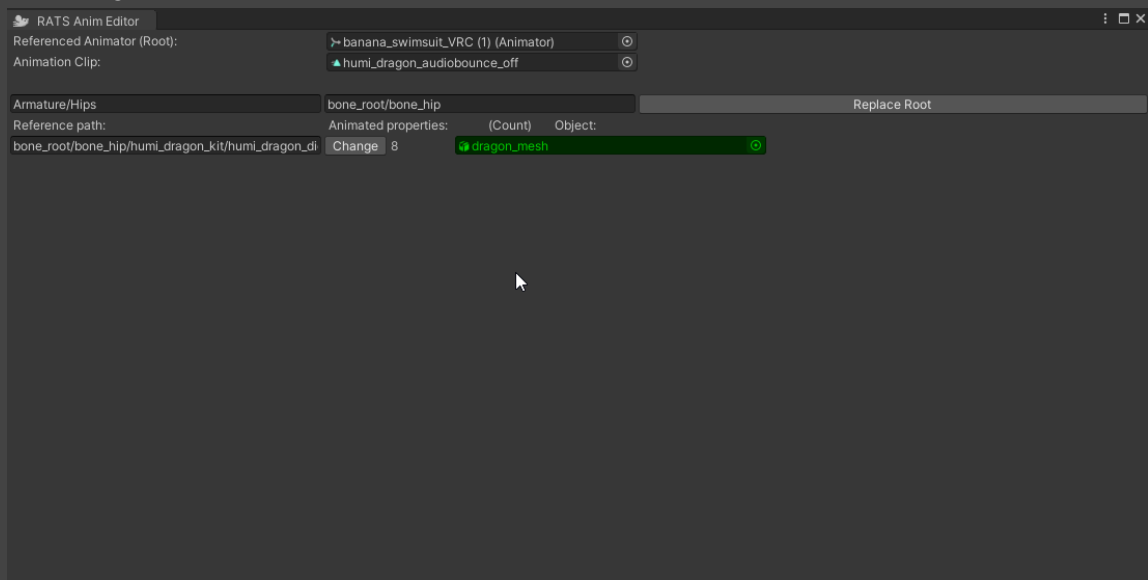
7. Set the second box as what your new root is, depending on your avatar. For instance the avatar I am using looks like this:



So I set RATS to:



8. Now click “Replace Root”
9. If all is right, it should look like this:



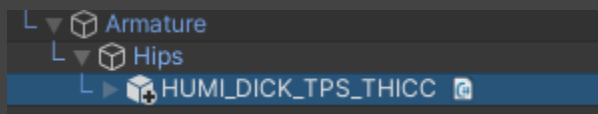
10. Click the next animation, and just click “Replace Root” again! Do that for each animation, and it should all work properly after that.

Manual Install Instructions

This is for ADVANCED USERS only! Please use the Modular Avatar method if at all possible, it's much easier.

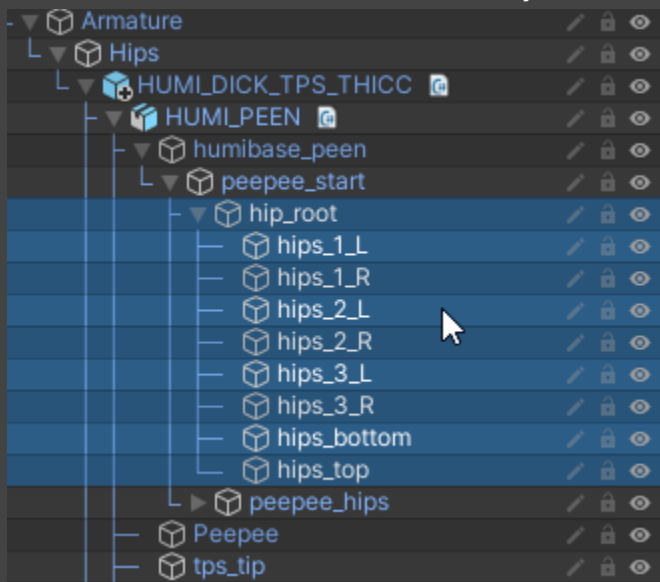
Most examples show the older version of the HUMI-DICK but it still works the same way.

1. Make sure you are using the VCC and the most recent version of the VRCS SDK! Using older and non-VCC versions of the SDK can cause issues or prevent the asset from properly working. I cannot offer any help if you're not up to date.
2. Make sure your avatar uses the "Armature/Hips" hierarchy set up. If it doesn't, please jump to the [Non-Standard Hierarchies](#) section of this document.
3. Drag the prefab of your choice to the hips of your avatar. Position it so that it looks good. Make sure to position it using the base of the prefab first, before using the methods below:

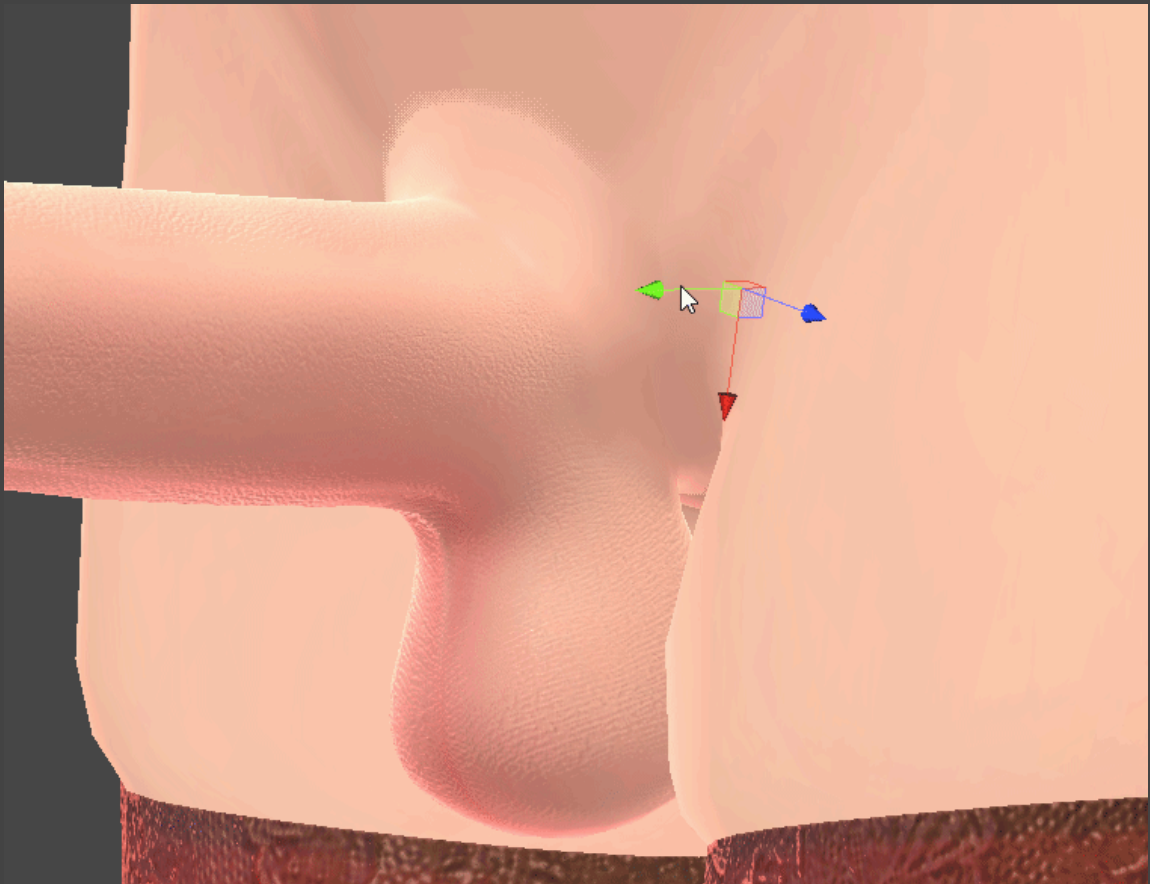


^^^Rotate, drag, and move THIS whole thing first!^^^

4. You can use the bones in the base to adjust it to fit your avatar, found here:



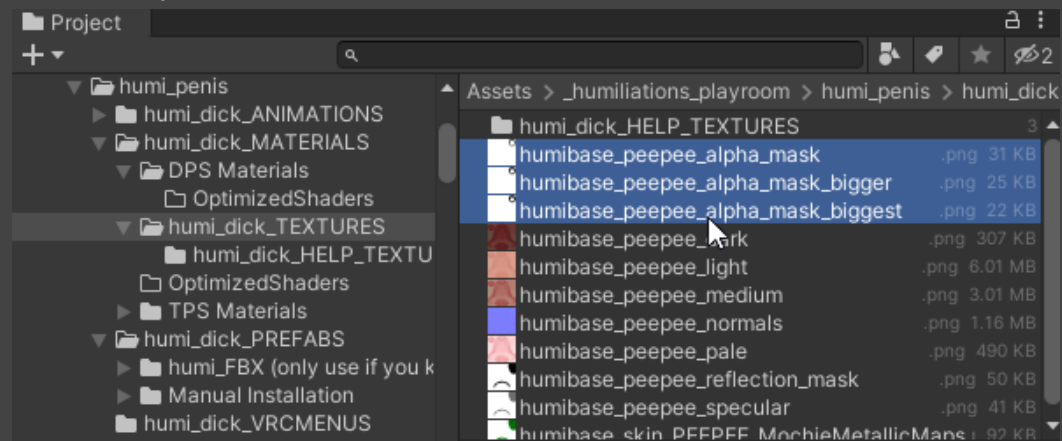
(The gif destroyed the dithering effect so try to ignore that, doesn't look like that in unity or in game)



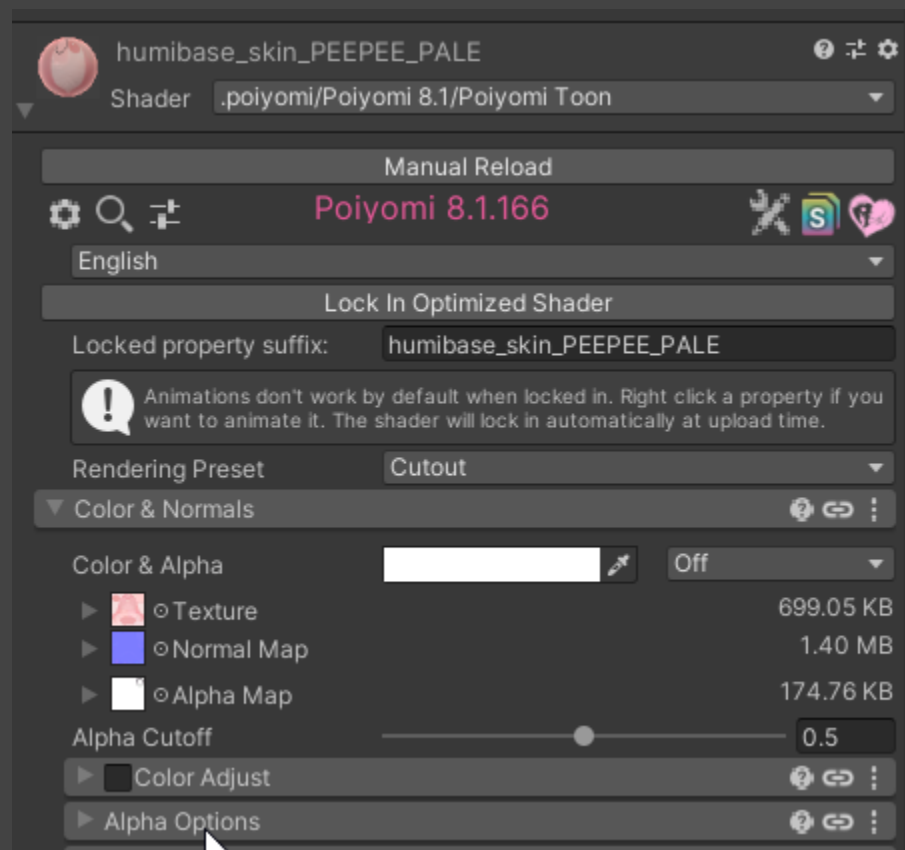
There are multiple bones that you can move to achieve the look you want.

OPTIONAL ALPHA MASK EDITING:

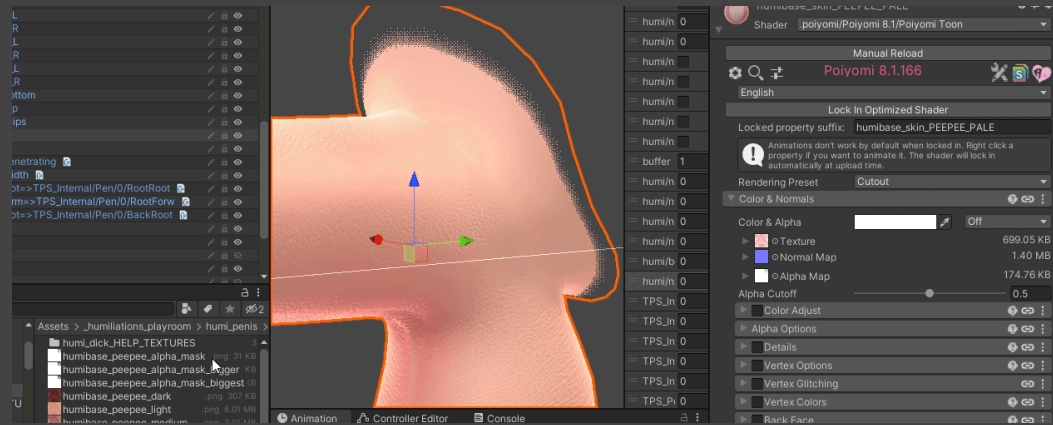
- a. If you are having trouble achieving a close fit even with the bones, there are Three different alpha masks you can use to change how much of the base is shown. They are found here:



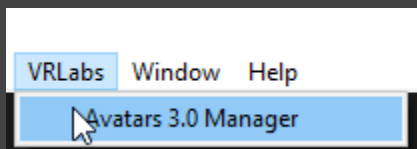
- b. Double click the dick so that the material properties shows up on your Inspector tab:



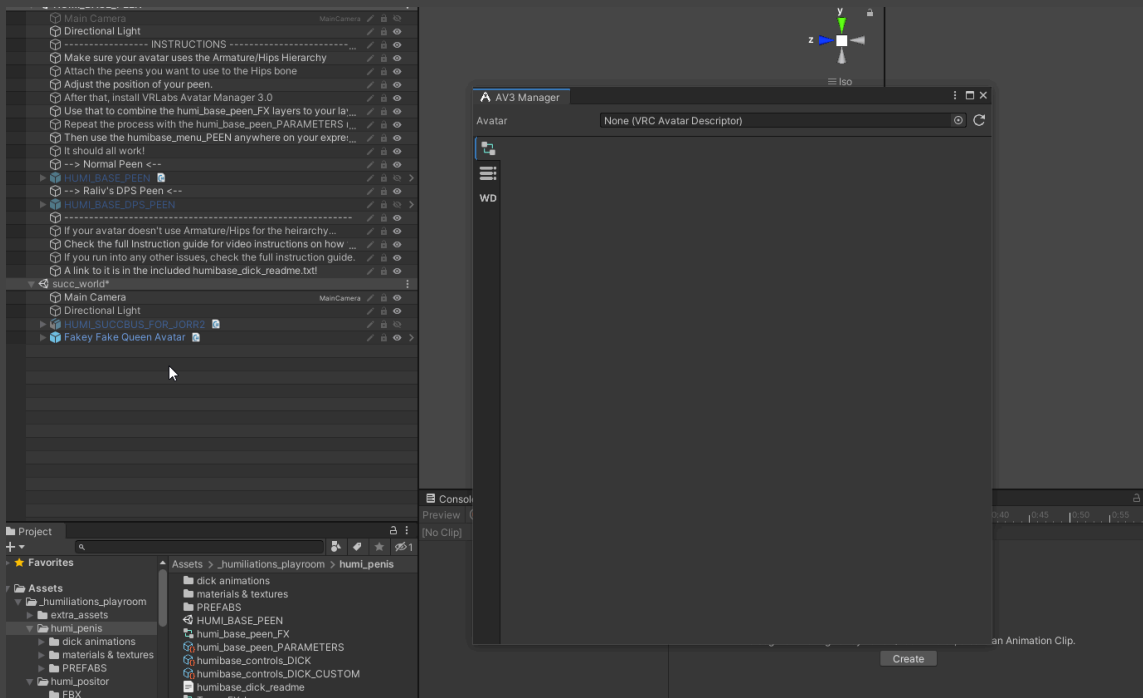
- c. Drag the alpha maps into the bottom section, make sure to update the DPS or TPS materials too!



- Once dicks are positioned and you're happy with the position, make sure [VRLabs Avatar 3.0 Manager](#) is installed.
- Go to the VRLabs drop down and open the manager:

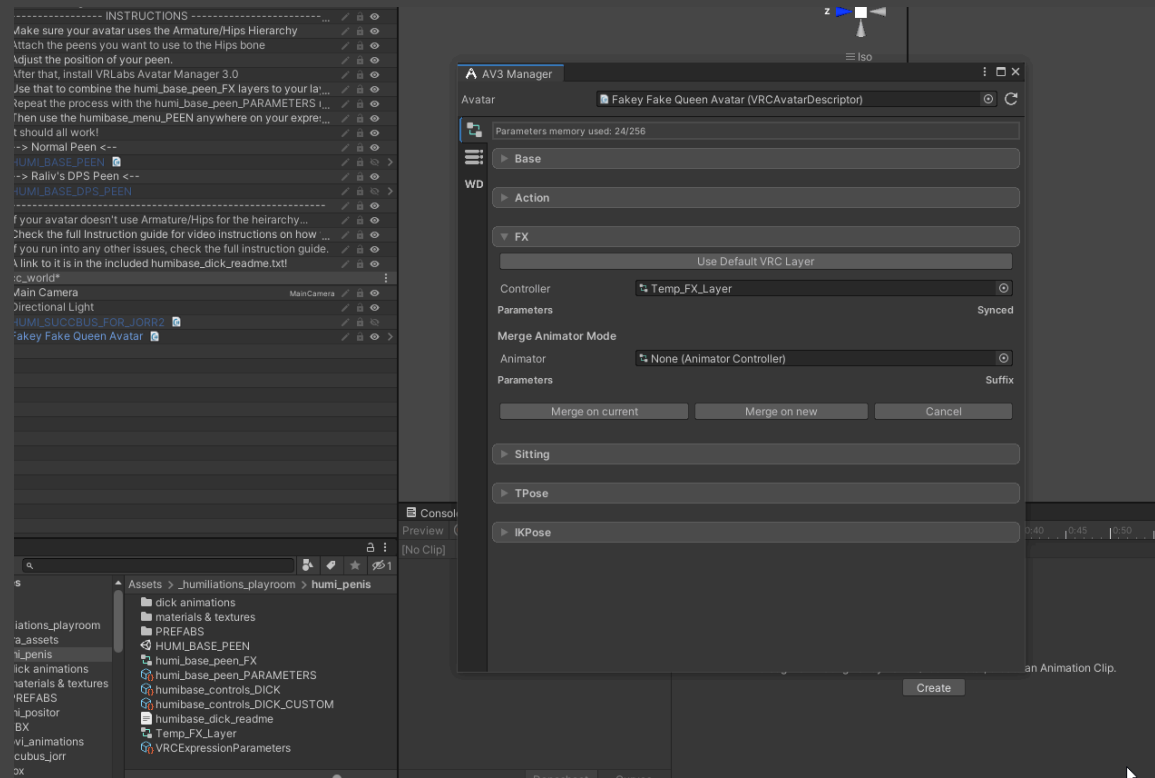


- Drag your Avatar into the top section of the Avatars 3.0 Manager Window:

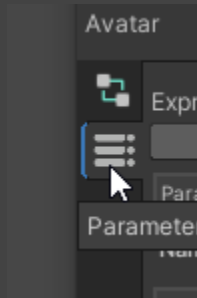


- Drag the **humi_base_peek_FX** to the bottom of the FX Layer section. You can either Merge On Current, or Merge on New. Merge on New will duplicate the layer, and auto-assign the new version to your avatar. This is good so you can undo it if something

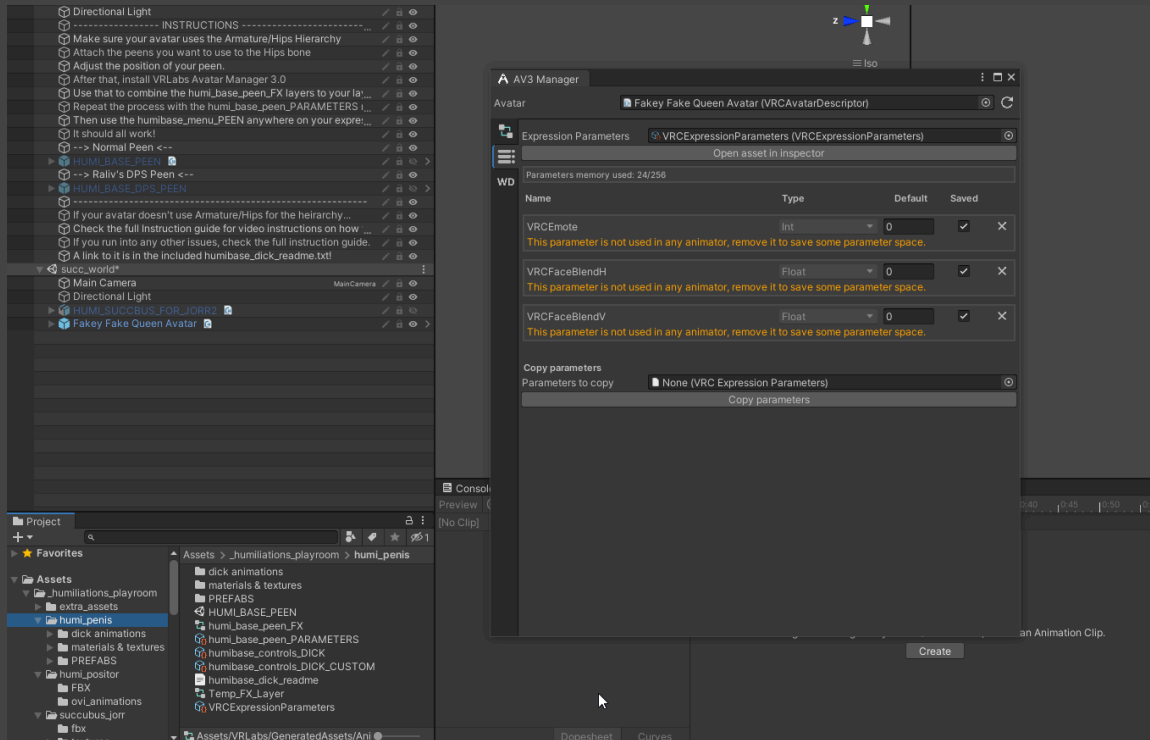
goes wrong:



9. Go to the middle icon on the side to enter the Parameters Section:

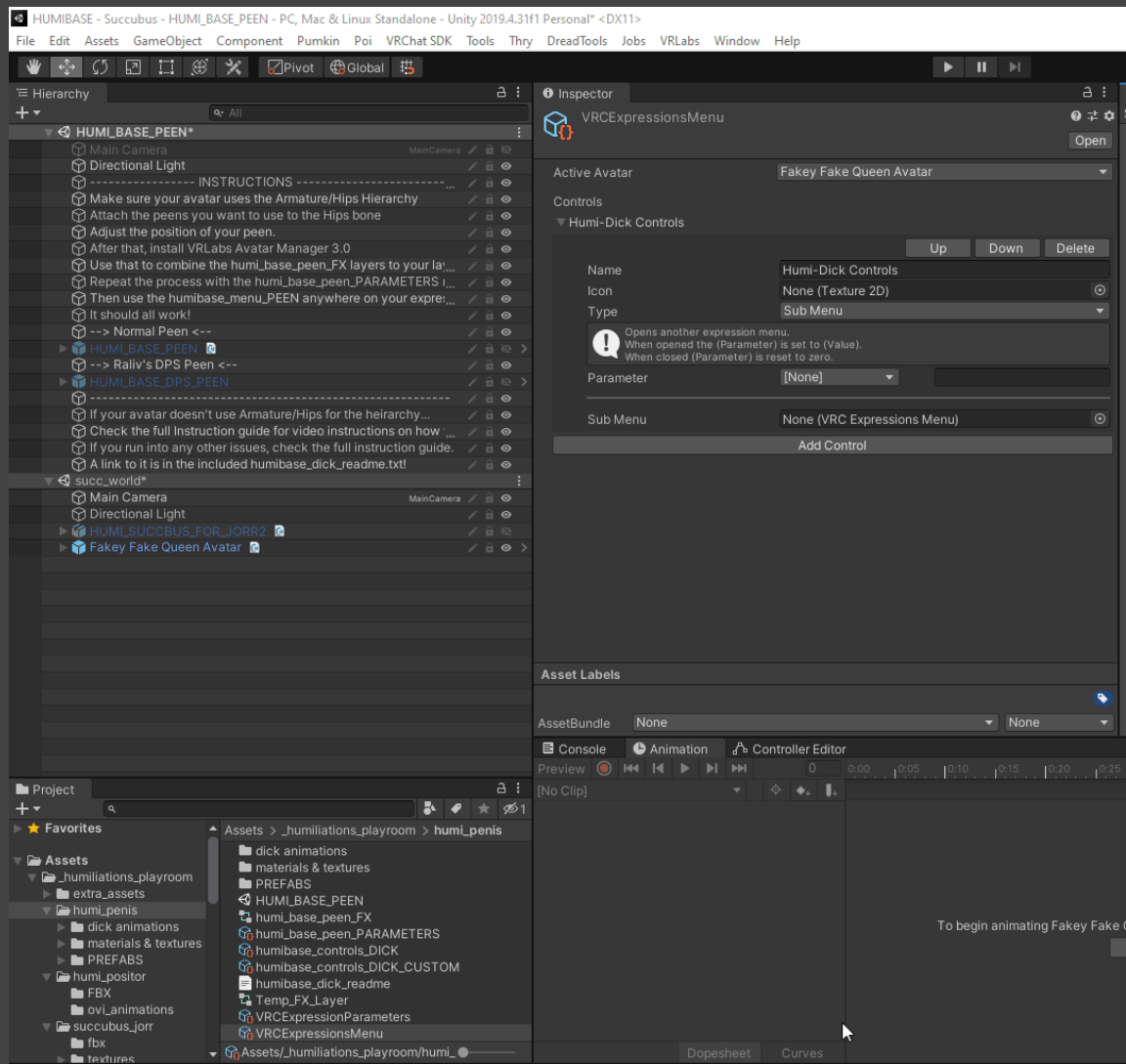


10. Now you just drag the **humi_base_peek_PARAMETERS** into the lower section and click add like this, only click once!



If there are orange warnings for any of the new parameters added, make sure you properly combined your FX layers first, and if so, that the right FX Layer is assigned to the avatar!

11. Add the **humibase_controls_DICK** VRCMenu anywhere on your avatar menu!



You're done! It should all work in-game. If you run into issues, continue to the troubleshooting section above.

If you have any questions, issues, or find any bugs, don't hesitate to contact me on Discord! Proof of purchase is necessary for troubleshooting, but I will do everything in my power to help you get your dick working:

humiliation_vr