



Märchenwald Co.,Ltd



Märchenwald Employee Instruction Manual

Tell 輝

<https://protagonist.booth.pm/items/6344701>

CONTENTS

1. Terms of Use

SETUP

2. VCC Setup

3. VRChat Upload

4. Prefabs

INSTRUCTIONS

5. SKG55

5.1. Weapon Handling

5.2. Weapon Menu

6. Plate Carrier

6.1. Magazines

6.2. Radio

CUSTOMIZATION

7. FX Layers

7.1. Expression System

7.2. Change Idle Face

7.3. Change Expressions

7.4. Using 56 Expressions

8. Hair Blendshapes

9. SKG55 Customization

9.1. Changing Rifle Spawn Position

9.2. Changing Magazine Spawn Position

9.3. Use on other avatars

10. Gear Customization

10.1. Moving and Removing Objects

10.2. Using different magazines

10.3. Adding a Pistol

11. Hologram Customization

12. Textures

12.1. Avatar Textures

12.2. Clothing Textures

12.3. Gear Textures

13. New v2.0 Update Manual

1. Terms of Use

Before using the avatar, please read the Terms of Use.

 [v1.00] Tell_vn3license_en.pdf

This document uses the VN3 License template (<https://www.vn3.org/>) created by あしやまひろこ (@hiroko_TB).

In the event of any discrepancies between languages, the Japanese version of the Terms of Use shall prevail.

Here are some key points for reference only:

You are allowed to:

- Upload this avatar as a private avatar.
- Edit this avatar.
- Use this avatar in videos and streams on youtube, twitch, etc.
- Create and sell derivative works of this avatar.*
- Create and sell items designed for this avatar using its weights, bone structure, and parameters.*

You must NOT:

- Upload this avatar as a public avatar.
- Resell or redistribute any data contained in this avatar.

* If you wish to use this avatar in any commercial activity, please notify Dani Periapsis by email at: dperiapsis@hotmail.com



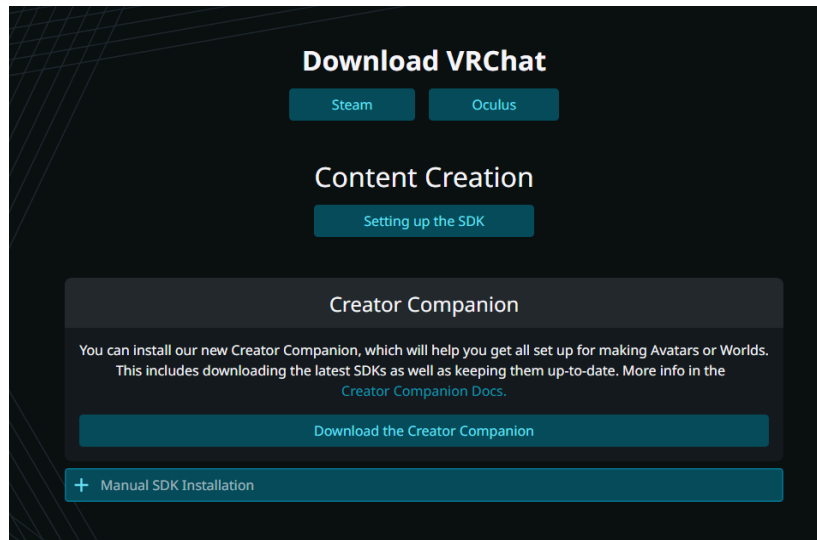
Management dislikes rule-breakers.

SETUP

2. VCC Setup

Please install the correct version of Unity beforehand.
Tell was setup with Unity 2022.3.22f1

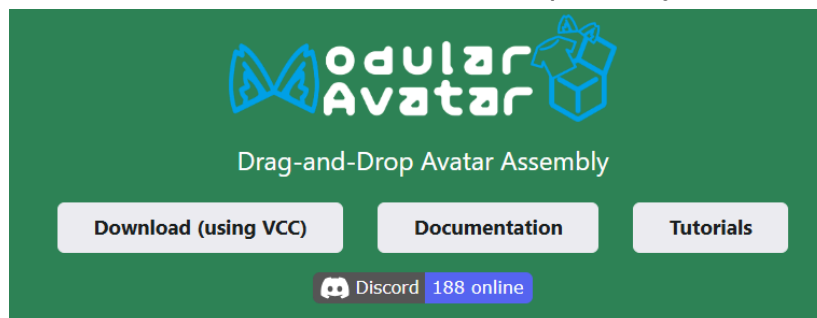
- Download and install the Creator Companion (VCC) from the VRChat homepage.



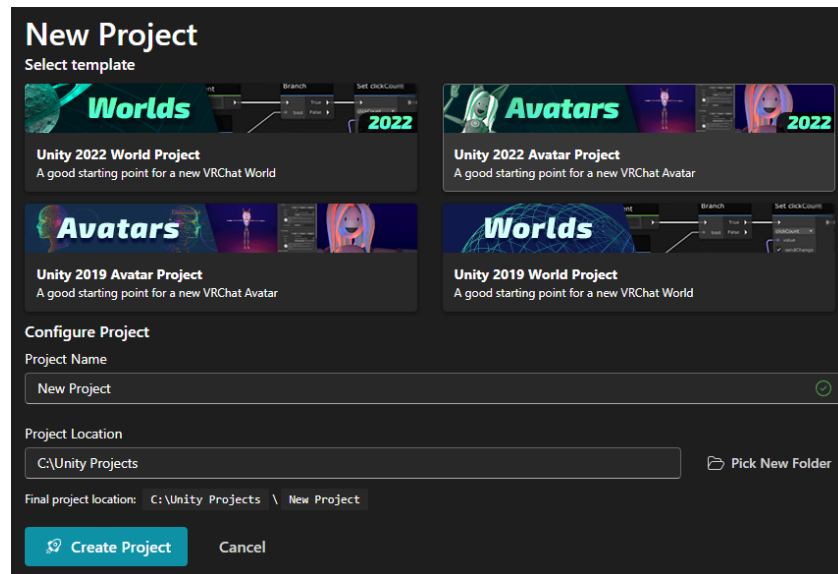
- Go to the lilToon homepage and click 'VCCに追加'. Follow instructions and add the repository.



- Go to the Modular Avatar homepage and click 'Download (Using VCC)'. Follow instructions and add the repository.



- Restart VCC and click 'Create New Project' at the top right. Select 'Unity 2022 Avatar Project', and give it a name.



- Once created, go to 'Manage Project'. Add lilToon and Modular Avatar by pressing the + button. Once completed, it should look like the below:

Manage Packages Refresh More					
Search Packages...			Selected Repos Multiple Repositories		
Name	Installed Version	Latest Version			
VRChat Package Resolver Tool	0.1.29	0.1.29	Official		
VRChat SDK - Base	3.7.4	3.7.4	Official		
VRChat SDK - Avatars	3.7.4	3.7.4	Official		
lilToon	1.8.3	1.8.3	Community		
Modular Avatar	1.11.0	1.11.0	Community		
Non-Destructive Modular Framework	1.6.1	1.6.1	Community		

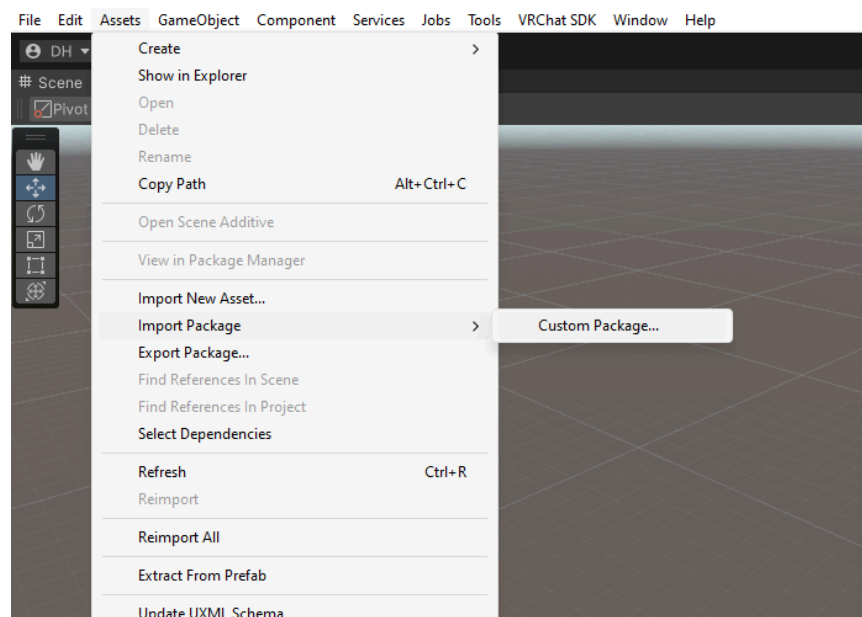
- Click 'Open Project' and wait for Unity to load.

Waiting around is 80% of the job.

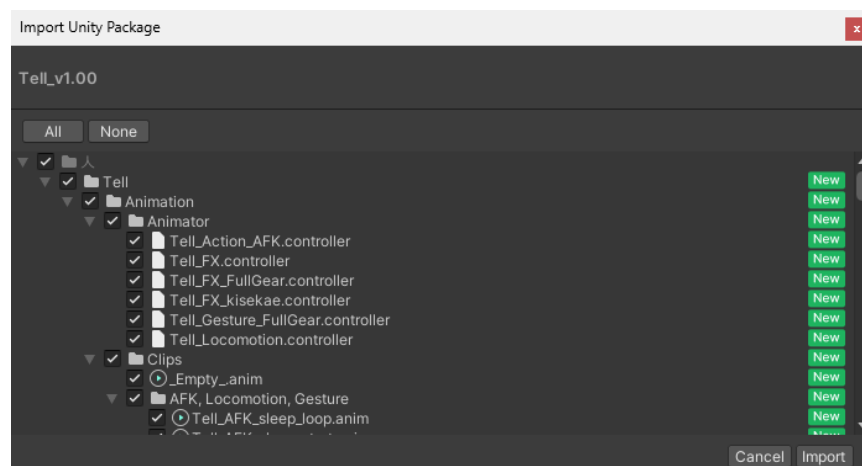


3. VRChat Upload

- Import `Tell.unitypackage` by dragging it into Unity.
Alternatively, go to 'Assets → Import Package → Custom Package...'



- Click Import



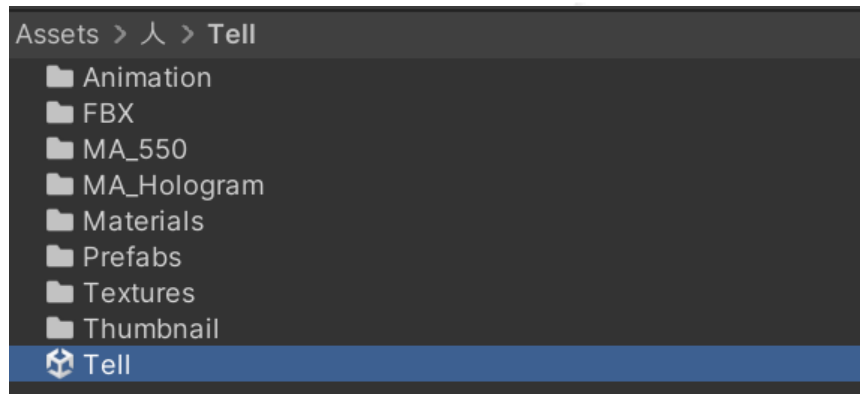
If the following warning appears, you can safely ignore it.

 Broken text PPTr in file(Assets/人/Tell/

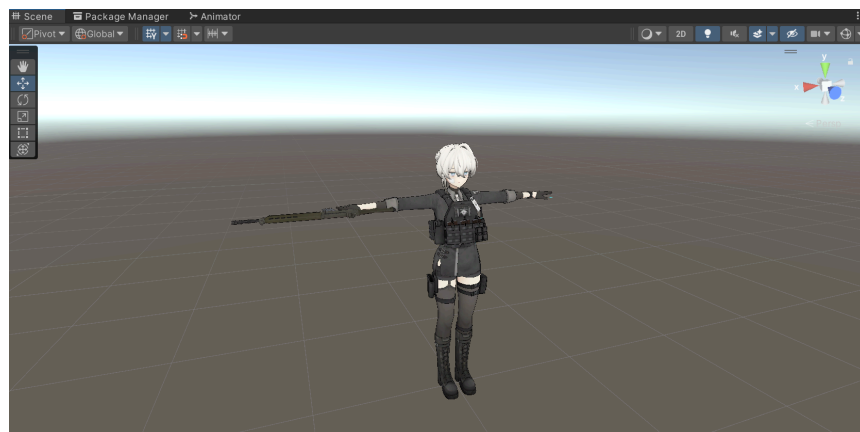
When dealing with Cogito-Hazardous Anomalies, self-administration of Class L Amnestics are highly recommended.



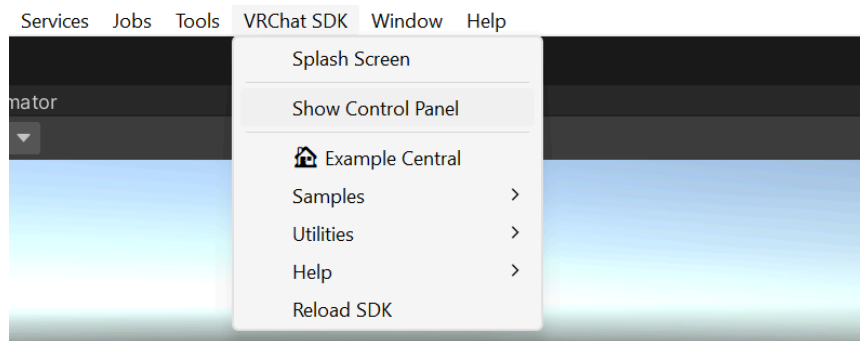
- Double click the Tell Scene in 'Assets/人/Tell'.



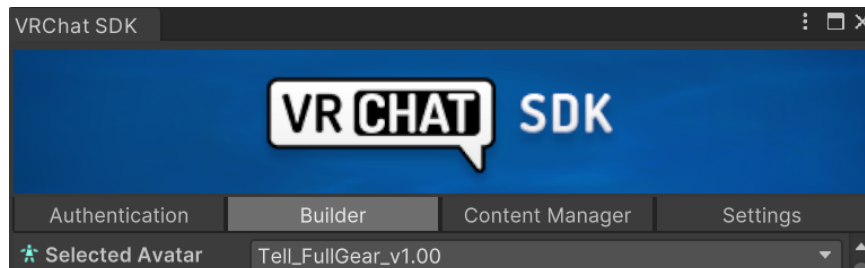
- You should now see the T-posed avatar in the Scene view.
(clipping in the waist area is normal, it will disappear in game)



- Open the VRChat Control Panel in 'VRChat SDK → Show Control Panel'

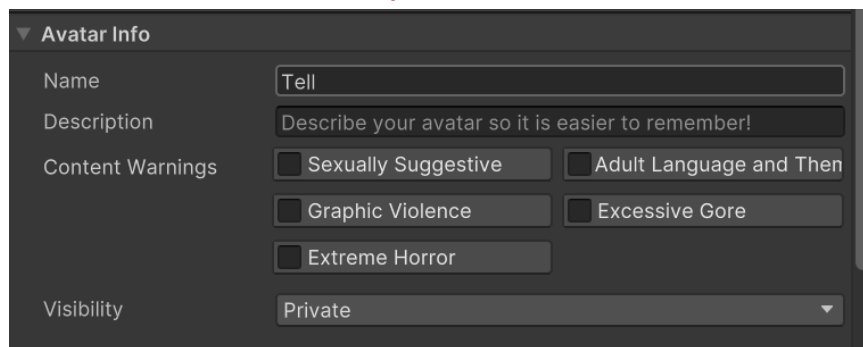


- Log in and open the Builder tab.
(VRChat requires at least New User rank to upload avatars)

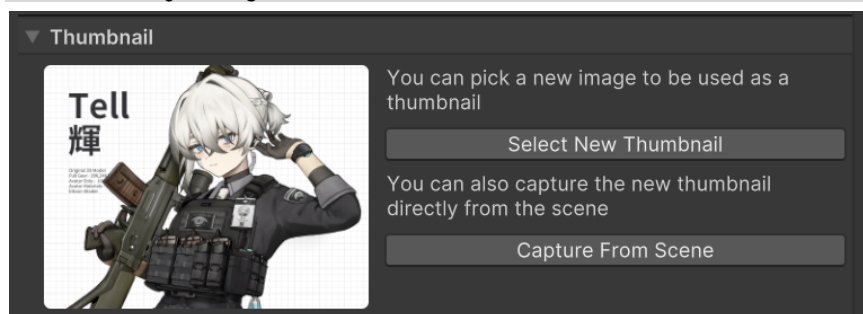


- Fill in the Avatar Info.

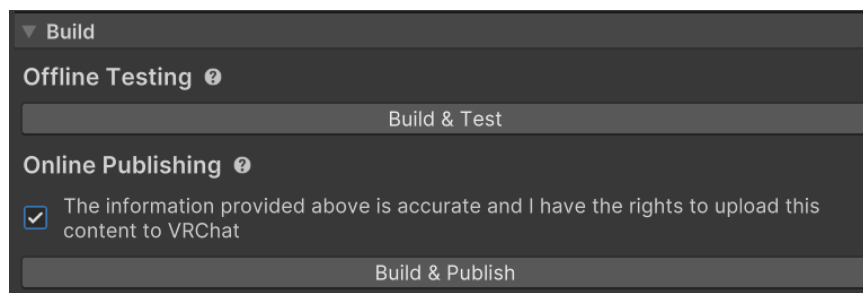
Please set the Visibility to Private.



- Create the thumbnail via Capture from Scene.
Alternatively, Select New Thumbnail and use the preset images in
'Your Unity Project Location\Assets\人\Tell\Thumbnail'



- Check the Online Publishing box and click 'Build & Publish'

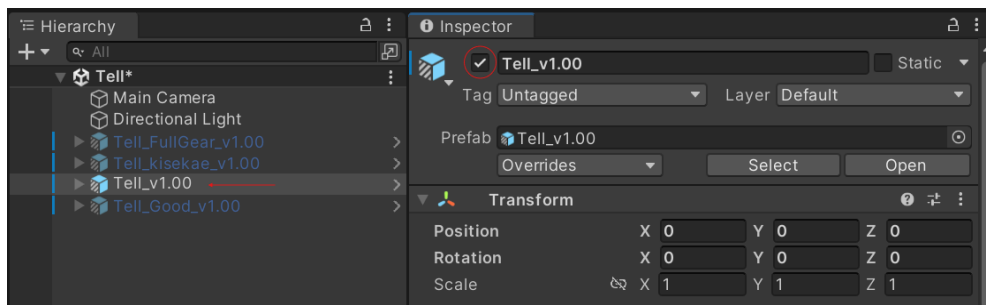


- Wait for the avatar to finish uploading.
Once complete, it should display Upload Succeeded!
You can now enter VRChat and use the avatar.



4. Prefabs

You can also choose to upload the other prefabs by selecting them in the Hierarchy and checking the box in the Inspector.



Uncheck the others, and proceed to the VRC Control Panel to upload.

- **Tell_FullGear**

This is the full prefab, with rifle, tactical gear, and holograms. If you do not enable them in game, it performs similarly to **Tell**

- Performance Rank: Very Poor
- Polygon Count: 206,246
- Avatar Materials: 6
- Rifle & Hologram Effects Materials: a lot
- Batches with all Effects & Gear ON:200
- Batches with all Effects & Gear OFF:66
- Modular Avatar Required for Rifle & Hologram

- **Tell**

This is the avatar only prefab, without any gear or holograms.

- Performance Rank: Very Poor
- Polygon Count: 104,288
- Materials: 5
- Batches: 62
- Modular Avatar Not Required

- **Tell_Good**

This is for events and situations that require Good Performance Rank. Parts of the mesh are deleted, so it will have fewer features.

- Performance Rank: Good
- Polygon Count: 69,944
- Materials: 5
- Batches: 22
- Modular Avatar Not Required

- **Tell_kisekae**

This is the base model for different outfits.

- Polygon Count: 50,343
- Materials: 4
- Modular Avatar Not Required

INSTRUCTIONS

5. SKG55

Tell_FullGear_v1.00 includes a fully functional SKG55 assault rifle. (More features are planned for future updates)

5.1. Weapon Handling

This system uses a combination of Contacts and Physbones. Gestures must be turned ON for the rifle to function.

- To Spawn the weapon, use your right hand to grab the area above your right shoulder. To Despawn, open your hand in the same area.



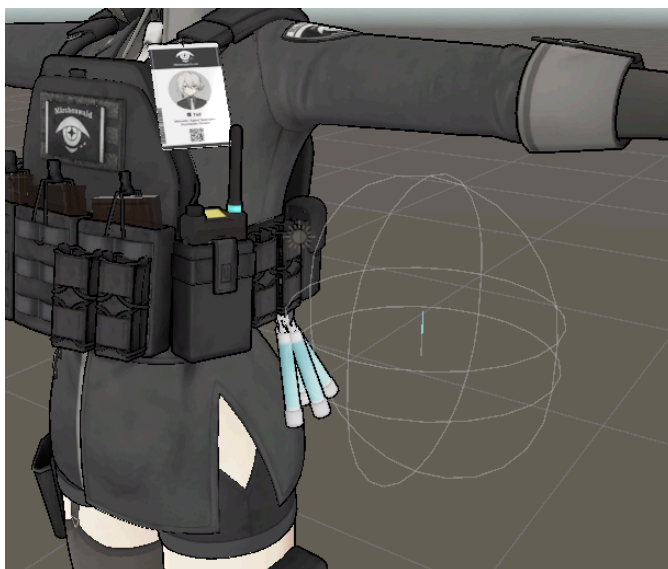
- You can change the Fire Select by tapping it with the point gesture.



- To fire, make the first gesture with your right hand.

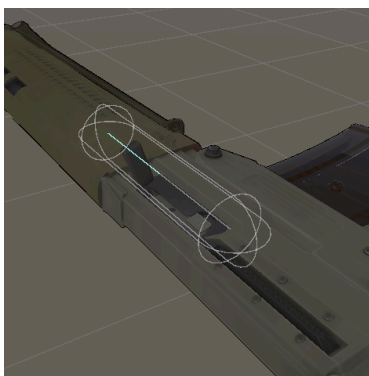


- To Spawn a Fresh Mag, use your left hand to grab the area behind you. Or grab one from the Plate Carrier.



- After emptying a magazine and reloading a fresh one, you can chamber the next round in 3 ways:

- Pulling the charging handle
- Slapping the bolt release (Index finger contact)
- Grabbing the rifle with your left hand.



5.2. Weapon Menu



Using the Expression Menu, you can:

- Toggle Scope, Bipod, and CheekPad
- Toggle between SemiAuto and FullAuto
- Toggle the Safety
- Toggle the Weapon
- Toggle the Rifle and Magazine Spawn Contacts

FOR YOUR OWN SAFETY

- During all manipulations point the weapon in a safe direction.
- Do not place your finger on the trigger until the target has been sighted.
- Unload the weapon immediately after shooting is finished.
- Return fire select to safety after shooting is finished.



Irresponsible weapon handling will result in referrals to the re-education department.

6. Plate Carrier

6.1. Magazines

- Magazine Pouches will display which one is about to be grabbed.

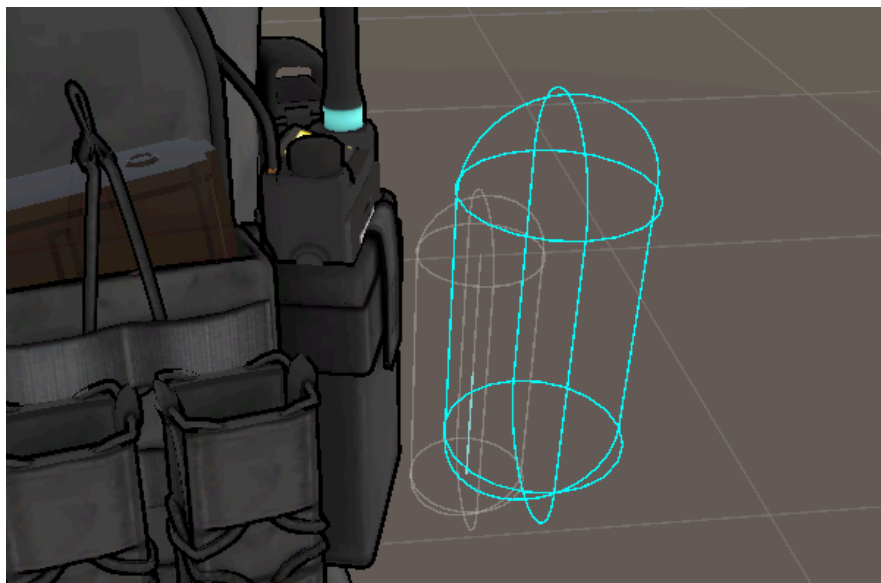


- To refresh the magazines, turn the plate carrier off and on.



6.2. Radio

- The radio can be held by grabbing it with your left hand.
- To put it back, open your hand as it enters the blue contact.



CUSTOMIZATION

7. FX Layers

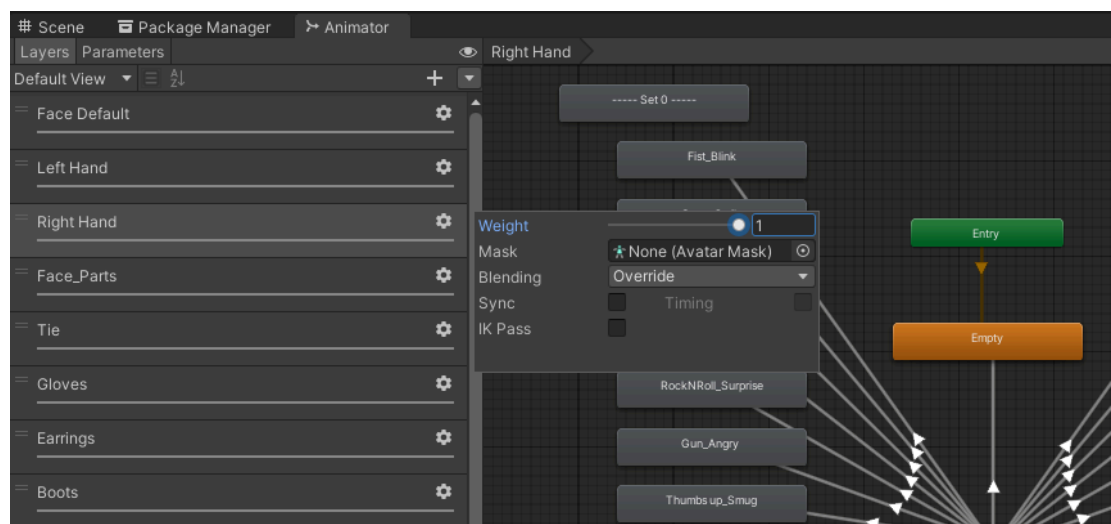
Tell comes with the following 3 FX Controllers:

- **Tell_FX_FullGear**
 - Used in the `Tell_FullGear` prefab.
 - Includes animation Layers for all extra gear.
 - Expressions are driven by Left Hand Only.*
(This is for weapon handling purposes)
- **Tell_FX**
 - Used in the `Tell` and `Tell_Good` prefabs.
 - No gear animation layers, otherwise the same as `Tell_FX_FullGear`.
 - Expressions are driven by Left and Right Hands, with Right Hand priority.
- **Tell_FX_kisekae**
 - Used in the `Tell_kisekae` prefab.
 - No outfit animation Layers, otherwise the same as `Tell_FX`
 - Expressions are driven by Left and Right Hands, with Right Hand priority.

Notes:

- Write Defaults are turned OFF for all layers and states.
Therefor, without 3rd party addons, this avatar's MMD Blendshapes will not work in MMD dance worlds.
- The SKG55 rifle and Hologram have their own separate FX layers, which are merged into `Tell_FX_FullGear` by Modular Avatar.

* You can change this by editing the weight of the Right Hand layer to 1



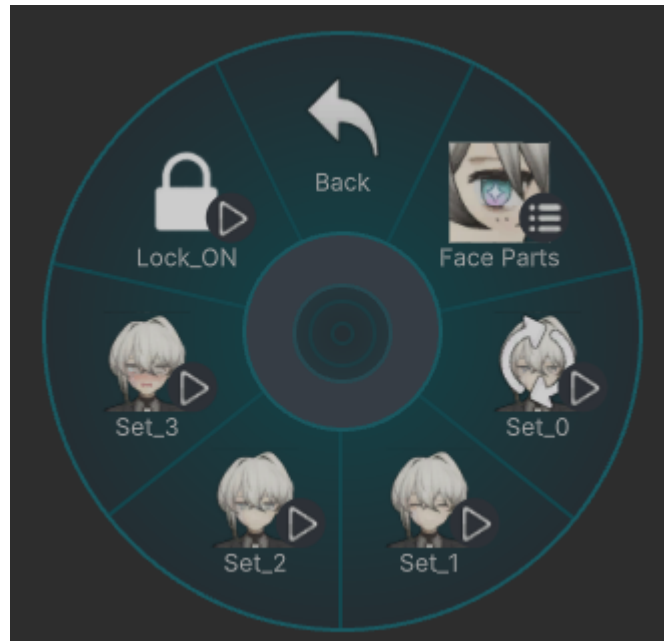
7.1. Expression System

Facial expressions are controlled by 4 animation layers in the FX.

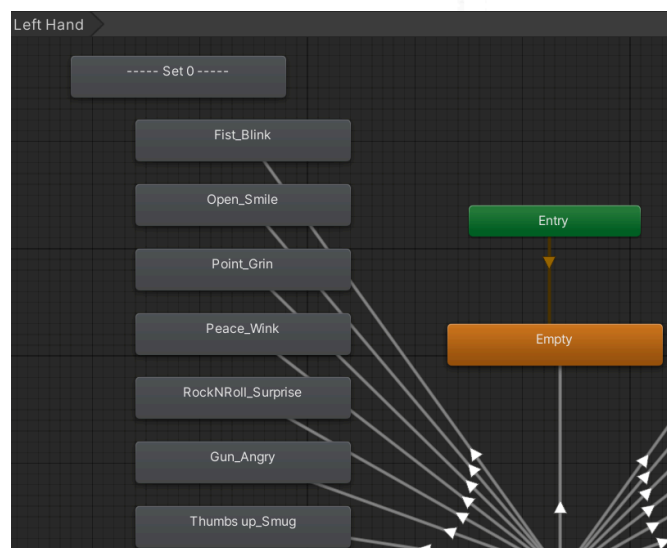
- Face Default
- Left Hand
- Right Hand
- Face_Parts

Left Hand and Right Hand layers are similar to the VRChat default setup, except you can toggle between 4 different 'Sets' of Expressions:

- There are Sets 0 ~ 3, toggled in the Face Submenu:



- Each Set has 7 expressions, mapped to the 7 hand gestures.

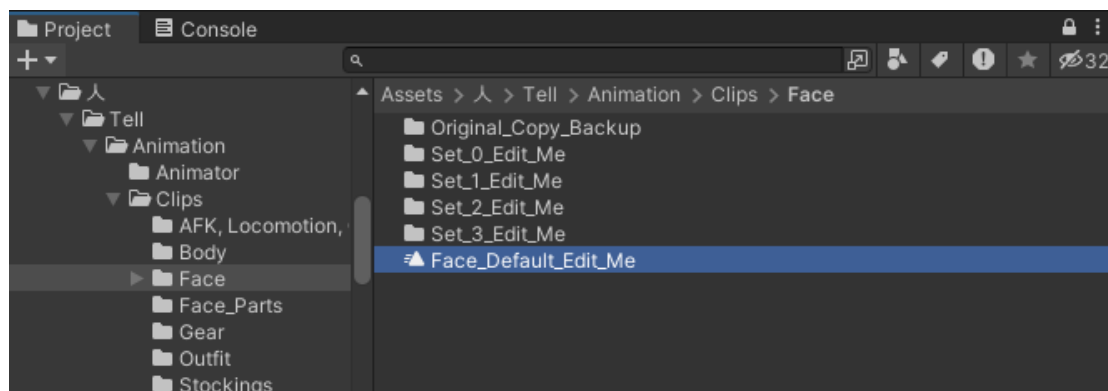


- There are a total of 28 Expressions.
(For advanced users, you can technically have 56. See [7.4](#))

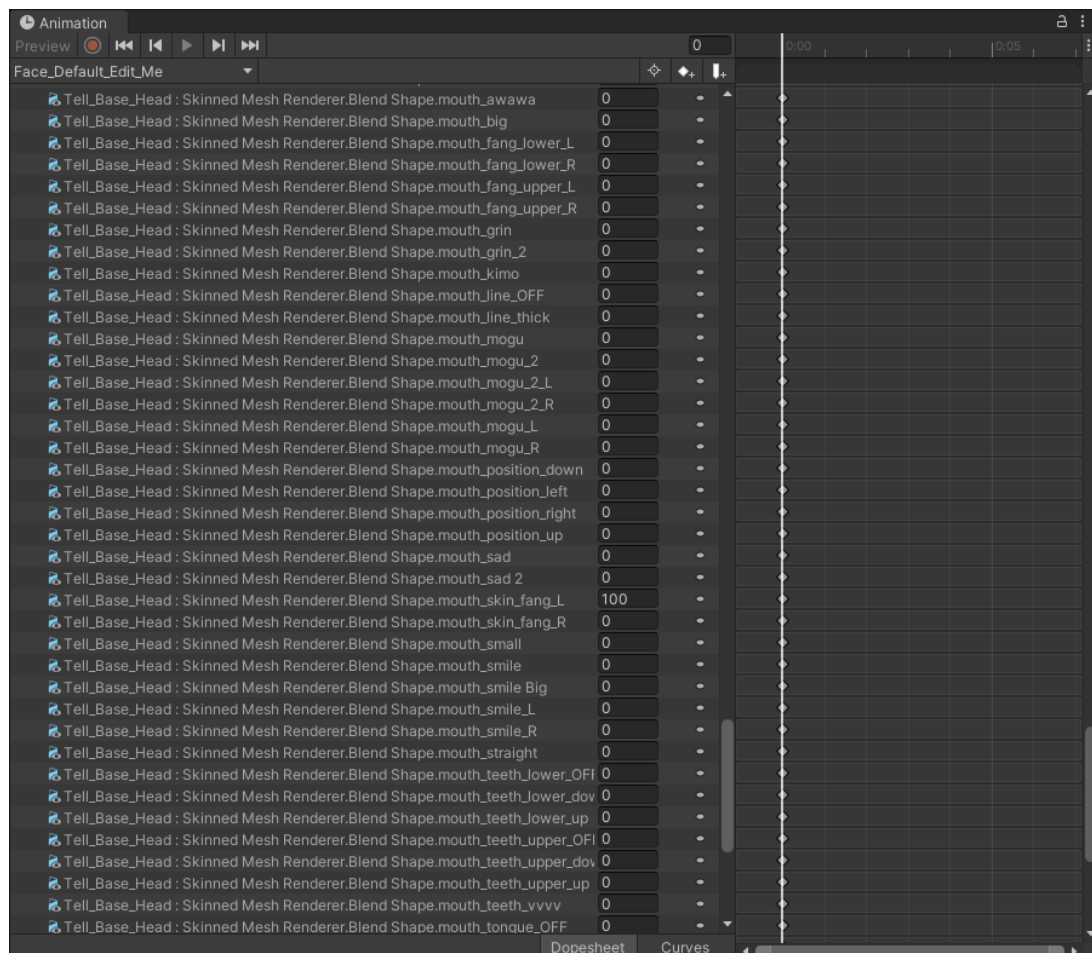
7.2. Change Idle Face

- SIMPLE SETUP

- In the Project tab, go to 'Assets\人\Tell\Animation\Clips\Face' and double click 'Face_Default_Edit_Me'.



- Edit the values from 0~100. Do not add or remove properties.

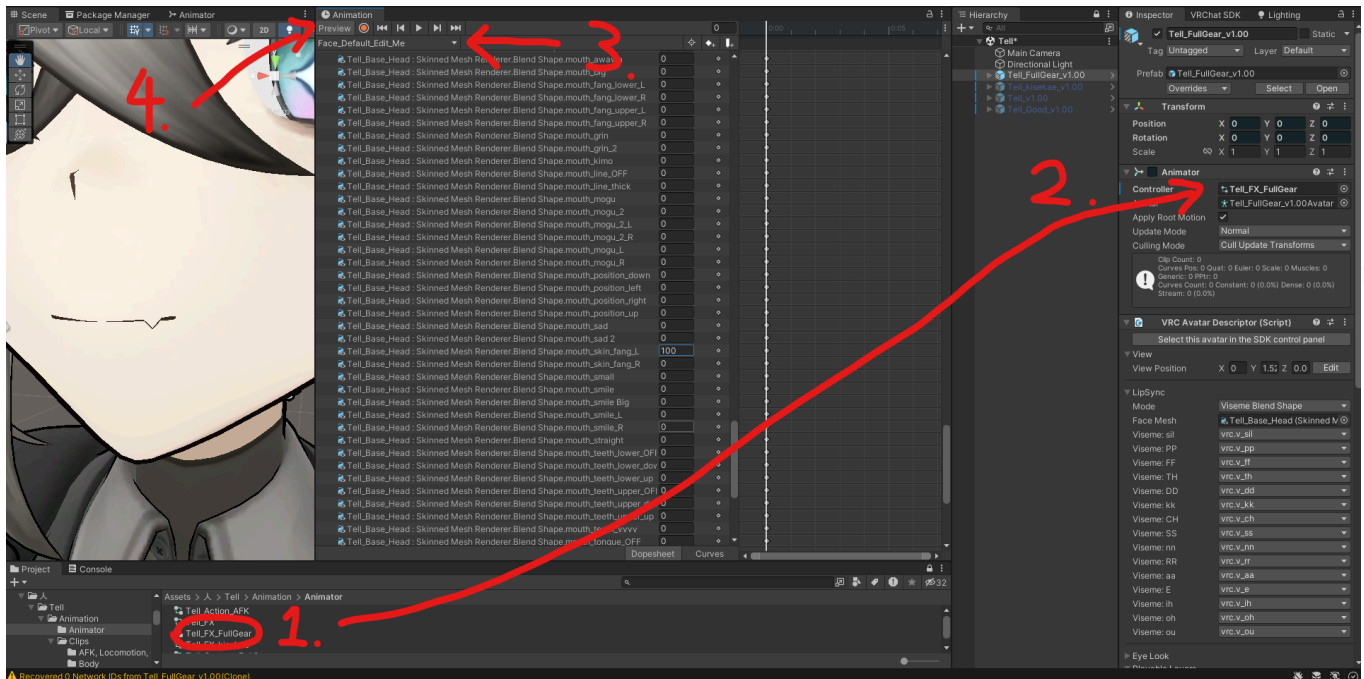


Some combinations of Blendshapes may break the avatar's face, so please be careful.

If you wish to return it to the default, simply set all values to 0.

- ADVANCED SETUP

- Highly recommended for advanced users, you can preview animations as you edit them by temporarily attaching the FX controller to the prefab's Animator Component.



1. Go to the FX controller you wish to edit.
2. Select the prefab and drag the FX into the Animator Component.
3. Select the Animation you wish to edit.
4. Press Preview and adjust the camera. Now you can see your changes.

- The following 12 static blendshapes in 'Face_Default_Edit_Me' are not animated by expressions, so if you change them, they will apply across all other facial expressions:

- mouth_fang_upper_L
- mouth_fang_upper_R
- mouth_fang_lower_L
- mouth_fang_lower_R
- mouth_skin_fang_L
- mouth_skin_fang_R
- mouth_teeth_vvvv
- face_nose_OFF
- face_ear_OFF
- face_hokuro_1_OFF
- face_hokuro_2_OFF
- face_bandaidd_OFF

7.3. Change Expressions

When activated, the 28 Expressions will all override the changes you've made in 'Face_Default_Edit_Me'. (This does not apply to the 12 static blendshapes)

For example, if you make eye_pupil_cat 100 in the default face, it will return to 0 when 'Face_0_Angry_Edit_Me' is activated.

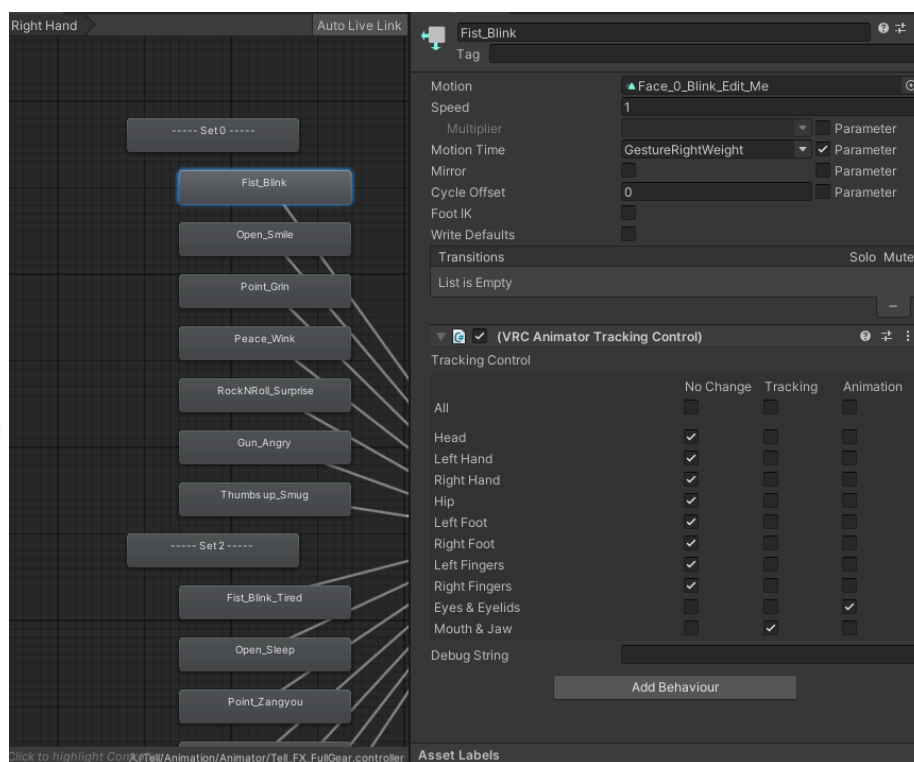
If you would like eye_pupil_cat, or any other combination of changes, to apply across all 28 Facial Expressions, you will need to edit each one of the 28 facial animation clips individually.

Due to this high workload, it is recommended you only focus on the expressions in Set_0, as these 7 look the most similar to the original default face.

Of course, this is up to you.

Feel free to change however many expressions as much as you please.

- Changing the 28 expressions is done in the same way as in [7.2](#).
- If you close the eyes or open the mouth, please edit the animation state's corresponding 'VRC Animator Tracking Control' to avoid interference with lip sync and blinking.

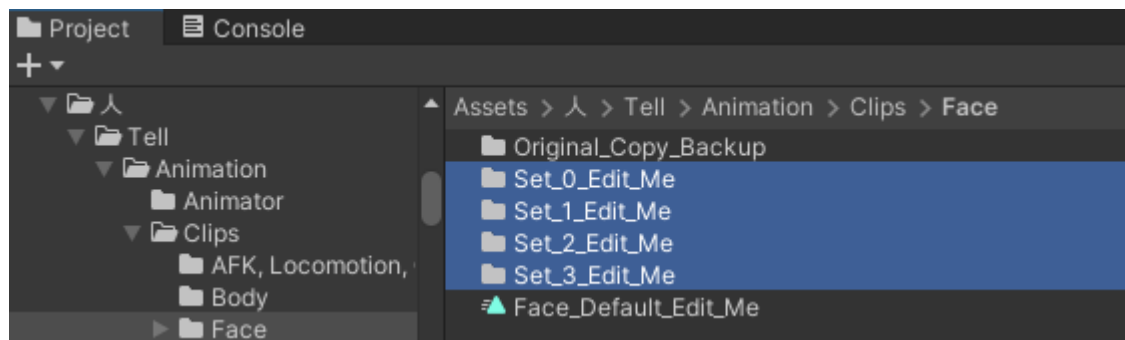


If your animation closes the eyes, check 'Animation' for Eyes & Eyelids
If your animation opens the mouth, check 'Animation' for Mouth & Jaw
If neither, check 'Tracking'.

7.4. Using 56 Expressions [Advanced]

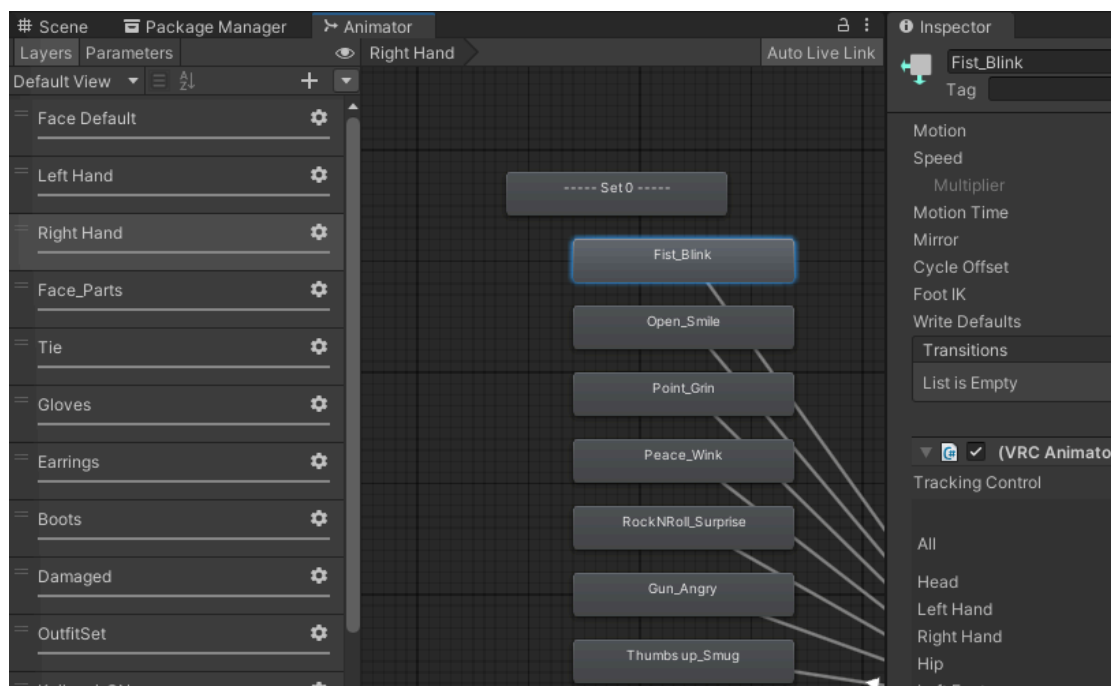
If you would like *more* expressions, you can have the Left and Right hands activate different expressions, making each Set have 14 instead of 7. You will need to make these 28 new expressions yourself.

1. Duplicate the 4 folders that contain the expressions.

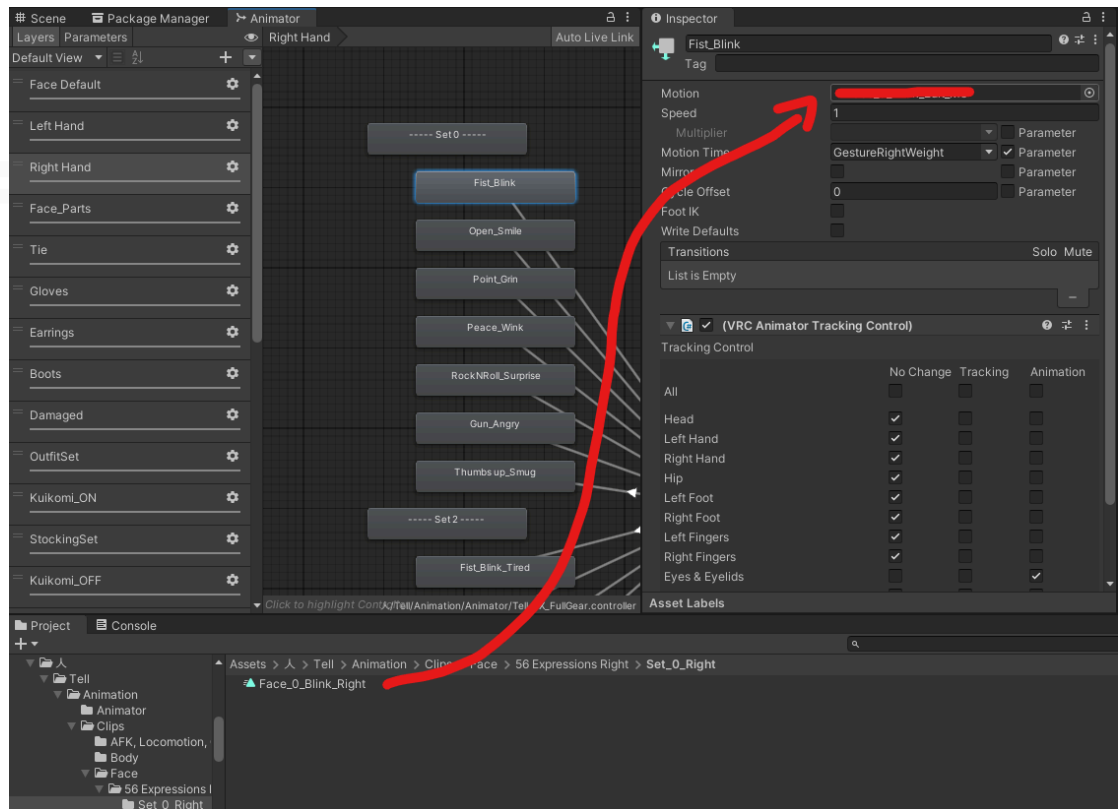


To avoid confusion, it is recommended you rename all the new folders and animation clips.

2. Open the FX you wish to edit, go to 'Right Hand', and select a state. (Set weight to 1 if you are doing this for `Tell_FX_FullGear`)



3. Drag the new animation clip into its corresponding state's Motion field.



4. Repeat steps 2. and 3. for all 28 new animation clips.

5. Once all clips have been replaced, you can now edit the new animations in the same way as you would in [7.2](#).

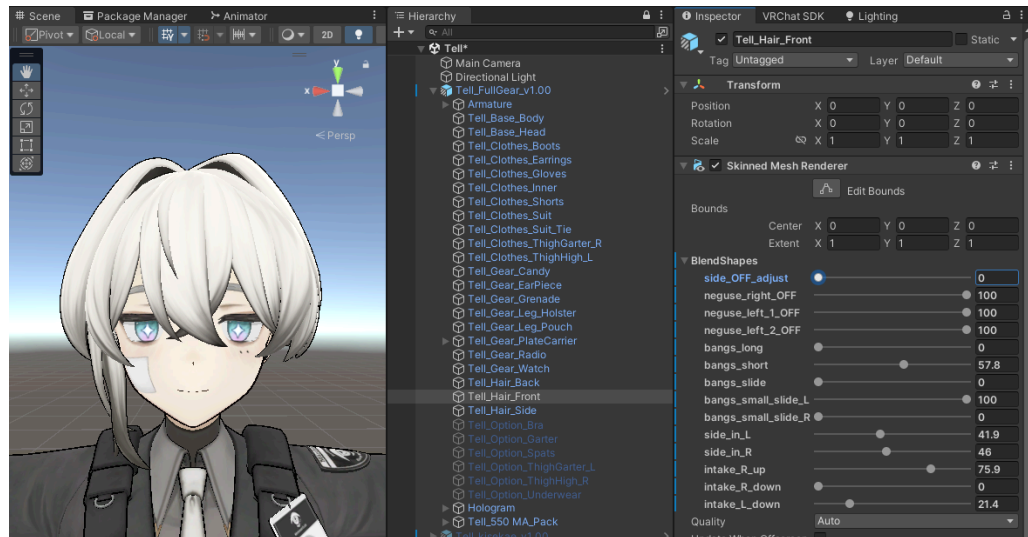
All Anomalies and Entities that appear humanoid must be reported immediately.



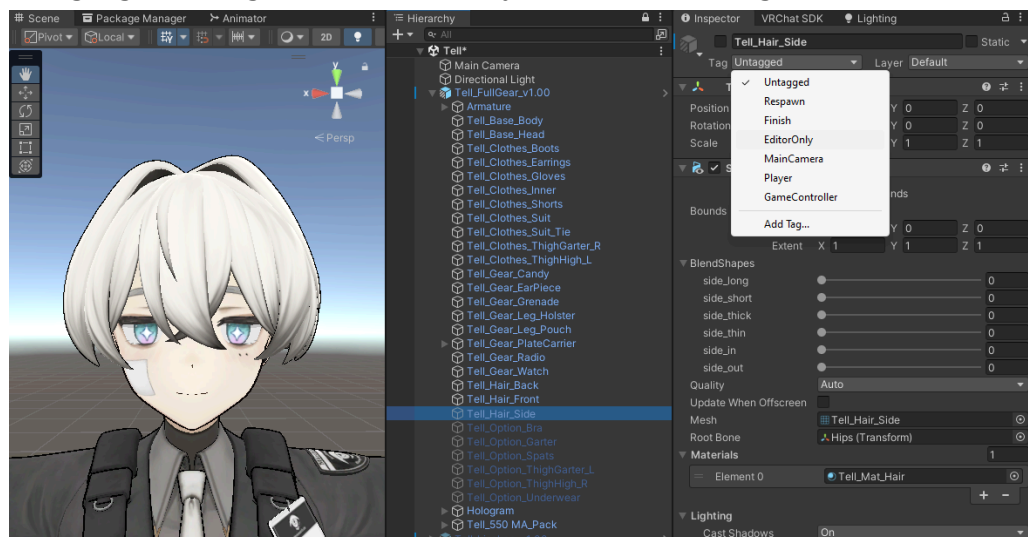
8. Hair Blendshapes

There are a number of hair blendshapes you can adjust on the below objects:

- Tell_Hair_Back
 - Tell_Hair_Front
 - Tell_Hair_Side
- Select the hair object, and under Skinned Mesh Renderer open the 'Blendshapes' dropdown menu, and adjust the blendshapes.



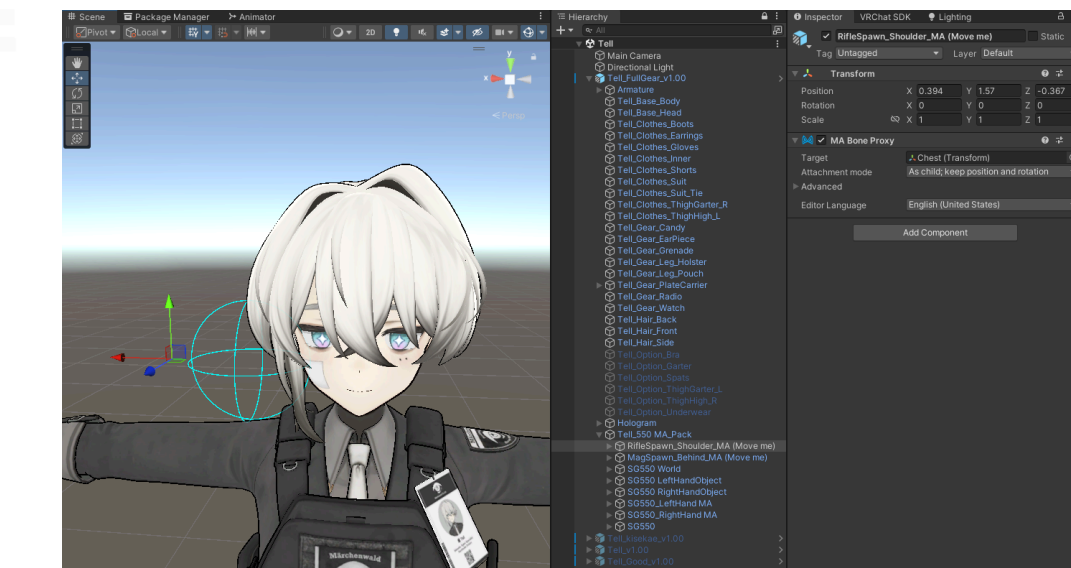
- If you wish to remove the side hair, you can remove it by changing the tag to 'Editor Only' and unchecking it.



9. SKG55 Customization

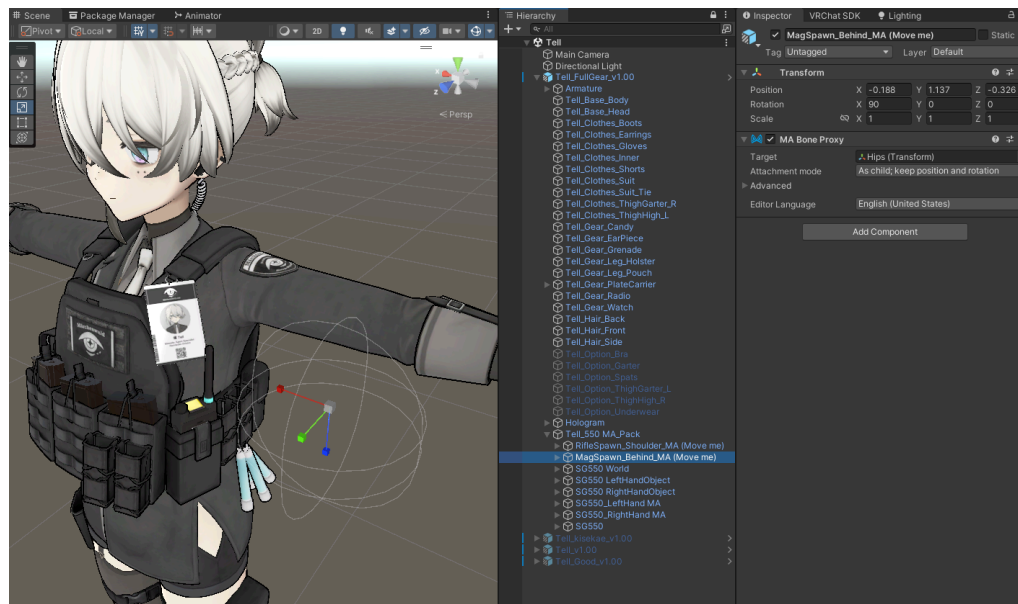
9.1. Changing Rifle Spawn Position

- You can change the position and scale of RifleSpawn_Shoulder_MA (Move me)



9.2. Changing Magazine Spawn Position

- You can change the position and scale of MagSpawn_Behind_MA (Move me) that is located behind your back:



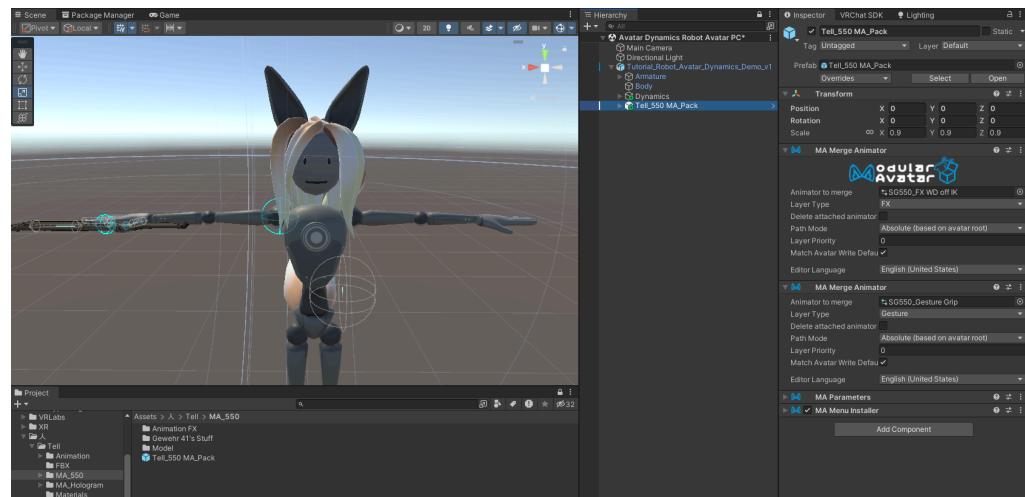
9.3. Use on other avatars

This rifle is ready for use on other avatars using Modular Avatar.

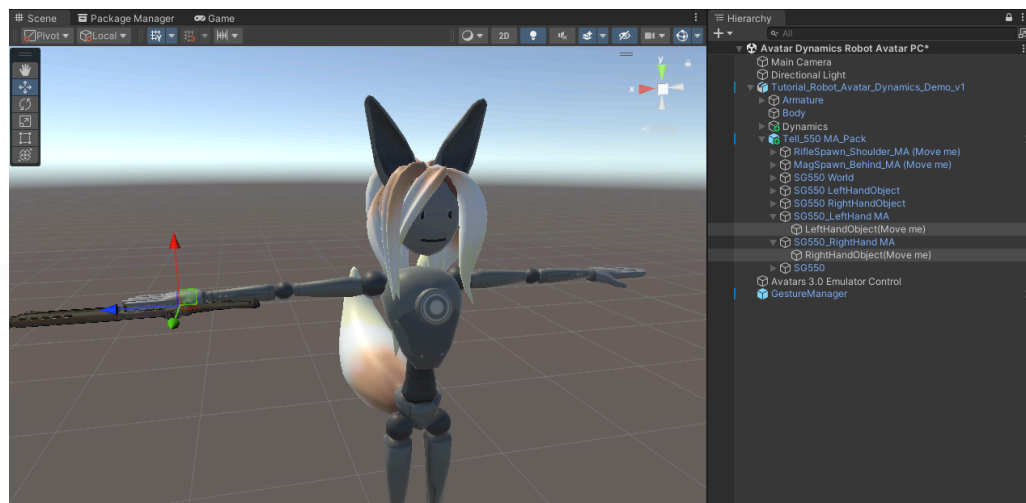
It is built using Write Defaults OFF.

If your avatar is WD ON, Modular Avatar will match the rifle to WD ON, but it may or may not function properly depending on the avatar.

- Import 'Tell_v1.00_SKG55_MA.unitypackage' and go to 'Assets/人/Tell/MA_550'. Drag the 'Tell_550_MA_Pack' prefab onto your preferred avatar:



- You may need to adjust the position of the hand grip objects. `LeftHandObject(Move me)` will move the foregrip & mag hold position. `RightHandObject(Move me)` will move the rifle.



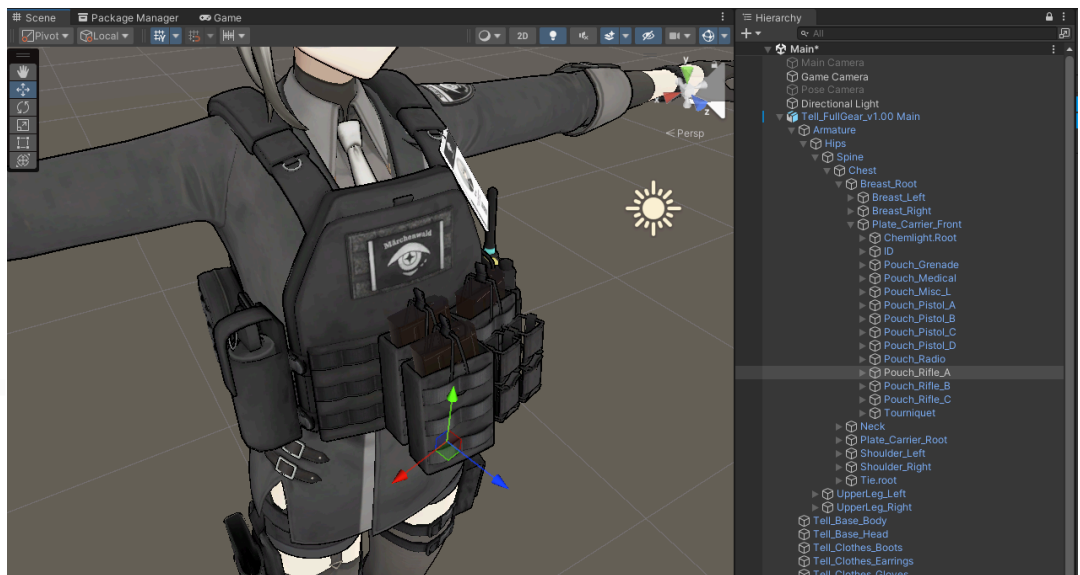
10. Gear Customization

10.1. Moving and Removing Objects

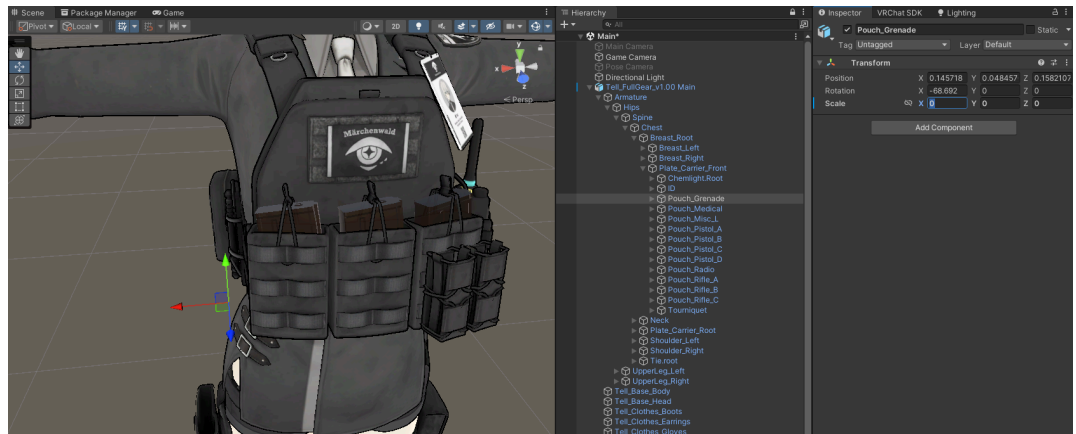
You can reposition and remove the below items on the Plate Carrier:

They can be found at `Armature/Hips/Spine/Chest/Breast_Root/Plate_Carrier_Front`

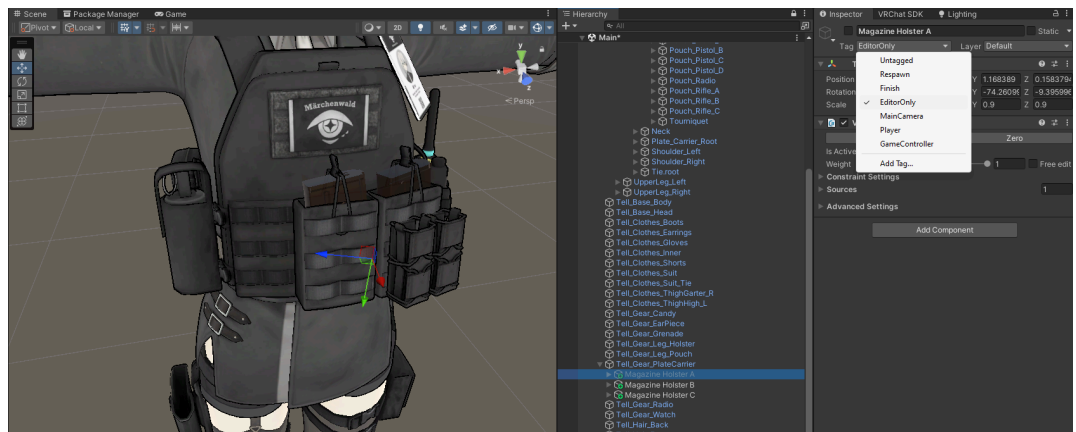
- Chemlight.Root
 - Pouch_Grenade
 - Pouch_Medical *
 - Pouch_Misc_L *
 - Pouch_Pistol_A
 - Pouch_Pistol_B
 - Pouch_Pistol_C
 - Pouch_Pistol_D *
 - Pouch_Radio
 - Pouch_Rifle_A
 - Pouch_Rifle_B
 - Pouch_Rifle_C
 - Tourniquet *
- To reposition the items, select its bone and move or rotate it.
(Items marked with * may break if you rotate or move them too much)



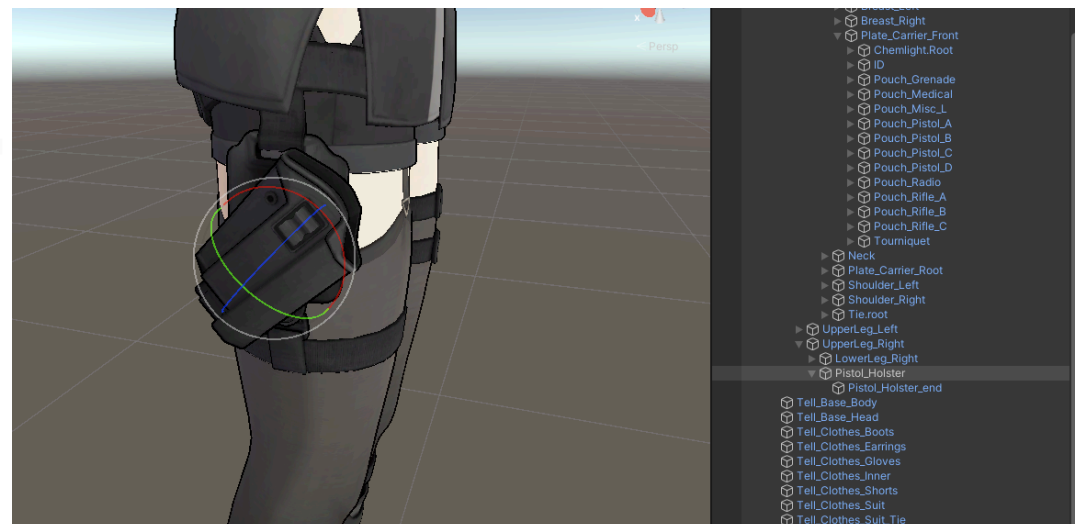
- To remove the items, set the scale of the bone to 0.



- To remove the magazine, go to the object `Tell_Gear_PlateCarrier`. Select the `Magazine Holster` (which contains the mag), set it to 'Editor Only' and uncheck the box.



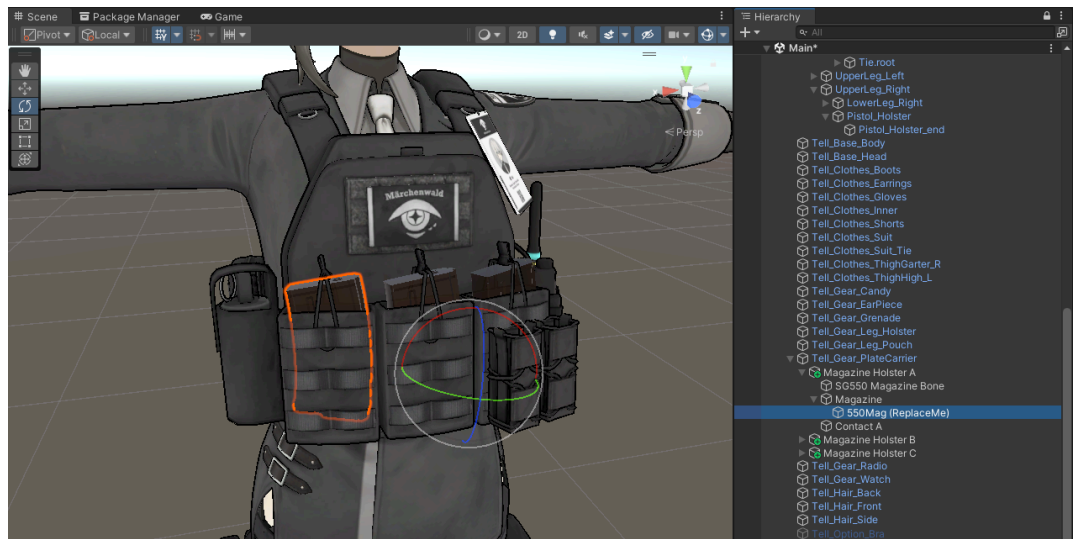
- You can also change the position, scale, and rotation of the holster



10.2. Using different magazines [Advanced]

You can place a different weapon's magazine in the rifle pouch.

- Find the object '550 Mag (ReplaceMe)' and delete it. Put your magazine of choice in its position under 'Magazine'.



This will make the magazines disappear when you grab them, but it will not make the magazines appear in your hand. That is dependent on the setup of your weapon.

(Making a fist in the Contact area will turn off 'Magazine'. The 'SG550 Magazine Bone' has a IsGrabbed parameter that the rifle prefab reacts to. Feel free to study and reverse engineer the system)

10.3. Adding a Pistol.

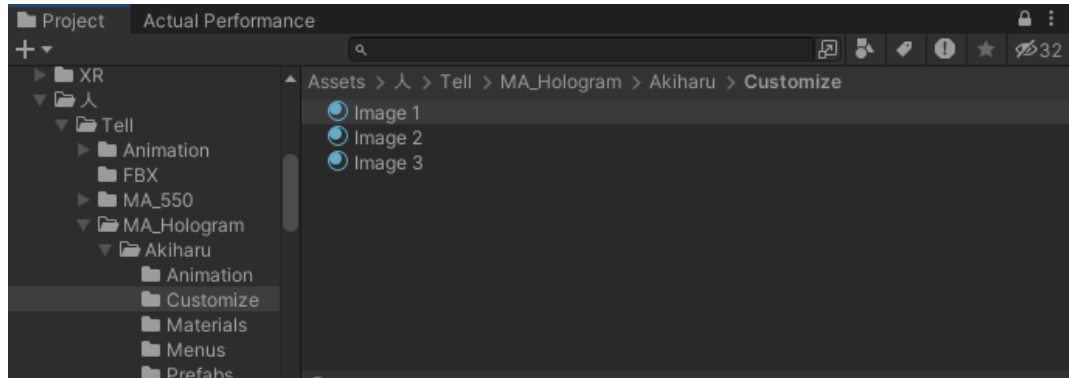
Work in Progress. Will be expanded in a future update.

Feel free to use your own weapons and make your own systems.

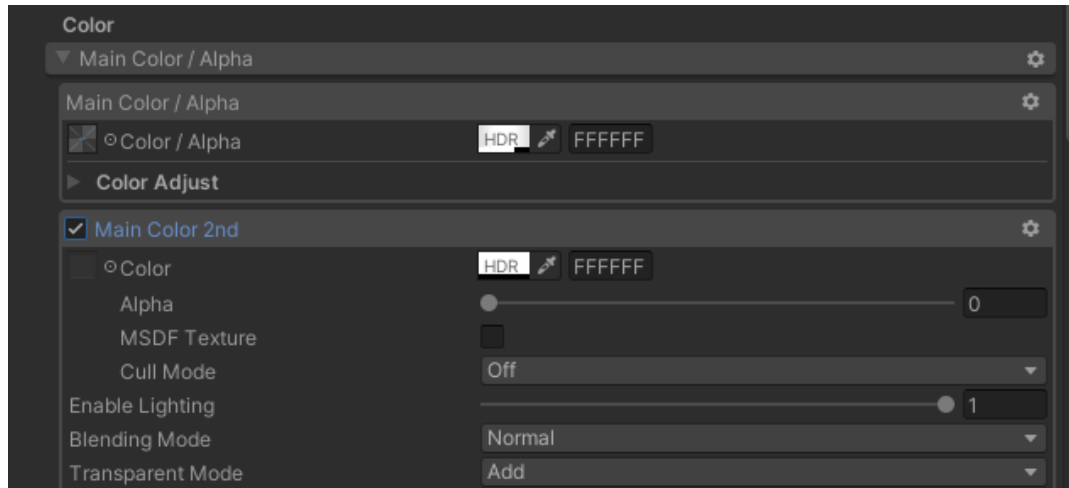
11. Hologram Customization

You can display up to 3 of your own images on the Hologram's image mode. They must be 16:9, and you will not need more than 1k resolution.

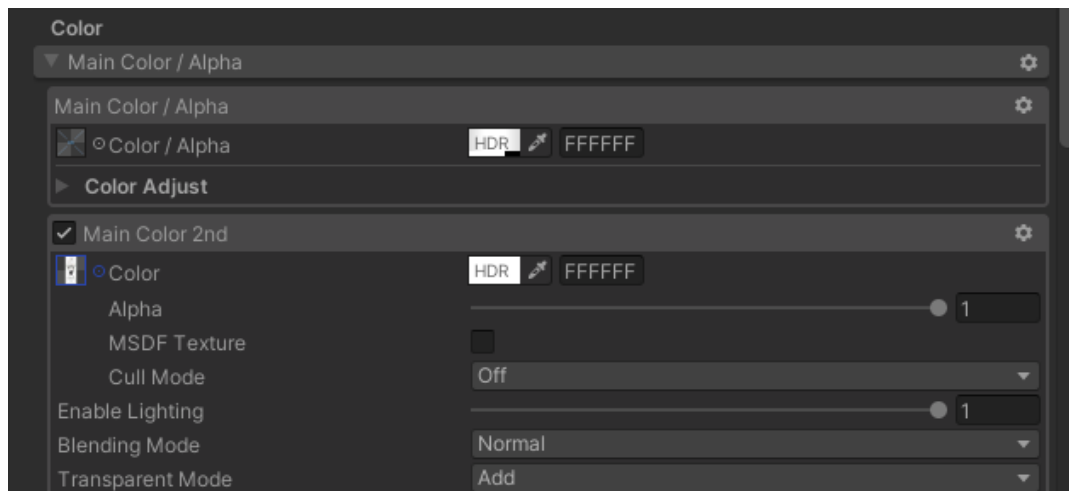
- Import your images beforehand, and compress them if necessary.
- Go to 'Assets/人/Tell/MA_Hologram/Akiharu/Customize'



- Select one of the materials, and go to Color

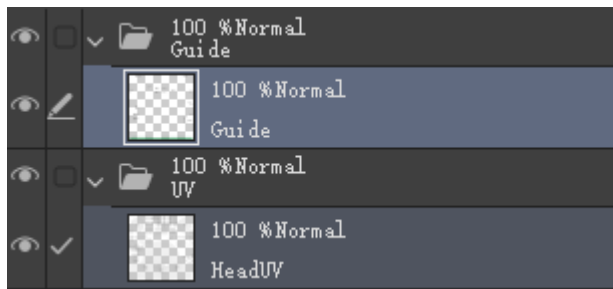


- Select your image in the Main Color 2nd Color slot, and make the Alpha 1 (If using a transparent image, turn the Alpha of the Main color to 0)



12. Textures

For those who wish to customize the textures, please use the PSD files. There are English and Japanese Guide layers and UV layers.



The easiest way to change textures is to simply replace the original pngs in 'Assets/人/Tell/Textures'

Alternatively, you can import your edited textures and change the materials at 'Assets/人/Tell/Materials'

12.1. Avatar Textures

The Base Body of Tell uses 3 Textures:

- Tell_Body
- Tell_Face
- Tell_Hair

Notes:

- The face uses duplicate meshes to add the bandage and hide the moles/eyebags.
- If you change the skin color, make sure to change the bandage, mole, and eyebags as well.
- You can change the words on the underwear in Tell_Hair.

12.2. Clothing Textures

There are 2 versions of the Clothing Texture:

- Tell_Clothes
- Tell_Clothes_Damaged

12.3. Gear Textures

There are a number of customization options in Tell_Gear:

- There are Japanese, English, Simplified Chinese Versions of the ID.
- There are 3 Photo variants of Tell.
- There are 2 variants of the front patch.