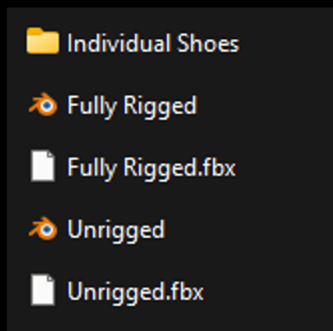# Platform Boots Asset
Setup and Usage Guide

FILE EXPLAINATION

INCLUDED ARE THREE VERSIONS, EACH WITH DIFFERENT POLY COUNTS. PREVIEWS OF THESE TYPES ARE INCLUDED. THERE IS THE 'FULL VERSION' (THE VERSION PICTURED THROUGHOUT THIS GUIDE, THE 'DEFAULT VERSION' (THIS IS THE BOOTS WITHOUT ANY ADDITIONAL DECORATION) AND THE 'CHAIN AND ZIPLESS' VERSION (LOWEST POLY VERSION).


Chain and Zipless | Default Version | Full Version | Chain and Zipless Preview | Default Version | Full Version Preview
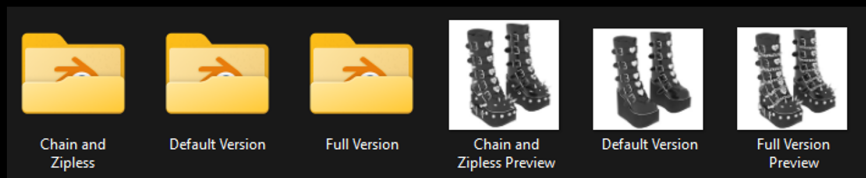
BOTH THE BLENDER FILES AND FBXS ARE INCLUDED

- Individual Shoes
- Fully Rigged
- Fully Rigged.fbx
- Unrigged
- Unrigged.fbx

THE INSIDE OF THE FOLDERS LOOK LIKE THIS. THE 'FULLY RIGGED' VERSION IS RIGGED TO THE PANDABEAR FEMALE BASE (FLAT FOOT) WITH THE ARMATURE INCLUDED. THE 'UNRIGGED' VERSION HAS NO VERTEX GROUPS OR ARMATURE INCLUDED.

INSIDE THE INDIVIDUAL SHOES FOLDER ARE THE INDIVIDUAL SHOE FILES. BOTH BLENDER FILES AND FBXS ARE INCLUDED

- Left Shoe Unrigged
- Left Shoe Unrigged.fbx
- Right Shoe Unrigged
- Right Shoe Unrigged.fbx
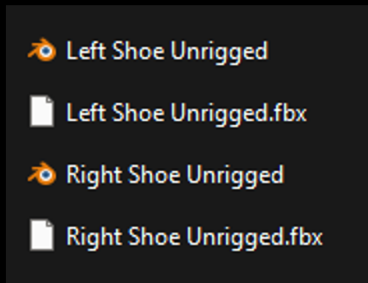
Customisable Textures
Leather Detailed Textures
Plain Textures

INCLUDED WITHIN THE 'TEXTURES' FOLDER (OR INDIVIDUALLY DOWNLOADED) ARE THE FOLLOWING TEXTURE PACKS.

THE 'LEATHER DETAILED TEXTURES' CONTAIN THE TEXTURE FILES FOR REALISTIC LEATHER AND DETAIL TEXTURES. THE 'DETAILED GLOSSINESS' FOLDER CONTAINS GLOSSINESS MAPS AND PREVIEWS OF EACH. THE 'STOCK TEXTURES' FOLDER IS JUST A FOLDER THAT CAN BE QUICKLY EXTRACTED TO UNITY TO QUICKLY SETUP THE BASIC 'ORIGINAL' LOOK.
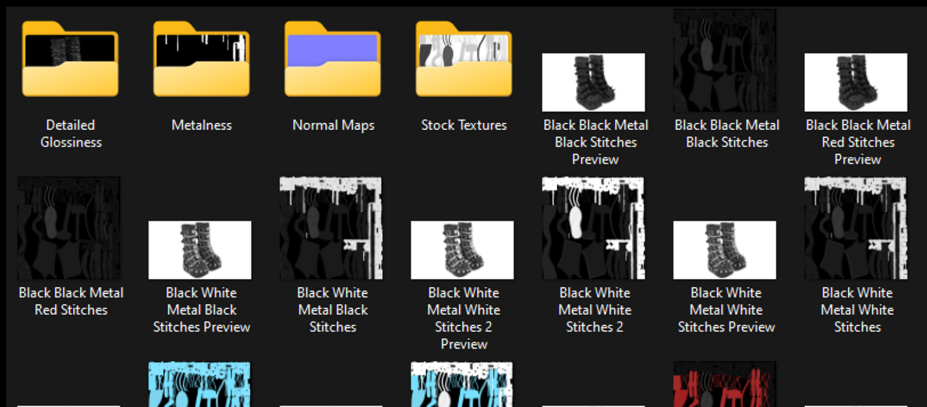
FOR THE 'PLAIN TEXTURES' FOLDER IT IS PRETTY MUCH THE SAME THING. THE 'CUSTOMIZABLE TEXTURES' FOLDER IS EXPLAINED ON .

DETAIL CUSTOMIZATION:

EVERY DETAIL ON THE SHOES ARE TOGGLE-ABLE AND MODIFIABLE. THIS IS DONE USING SHAPEKEYS. THESE CAN EITHER BE SET BEFORE THE AVATAR USING THE ASSET IS UPLOADED OR SET/MODIFIED IN-GAME USING TOGGLES.

THIS, ALONG WITH THE PRE-SUPPLIED (OR CUSTOMIZED TEXTURES) ALLOWS THE SHOES TO BE *HIGHLY CUSTOMIZABLE* WITHOUT EVEN HAVING TO GO INTO ANY OTHER SOFTWARE!

THIS MAKES IT MUCH EASIER THAN EVER TO GET THE EXACT LOOK YOU WANT AND BE COMPLETELY UNIQUE.

TOGGLES:

CHAINS
TOE SPIKES
PLATFORM STUDS
SIDE BUCKLE
HEEL SPIKES
SIDE SPIKES
HEART SPIKES
HEART STUDS
HEARTS
PLATFORM TRIM
ZIP

MODIFIERS:

PLATFORM STUDS BIGGER
PLATFORM STUDS SMALLER
TOE SPIKES BIGGER
TOE SPIKES SMALLER
SIDE SPIKES BIGGER
SIDE SPIKES SMALLER
HEEL SPIKES BIGGER
HEEL SPIKES SMALLER
HEARTS BIGGER
HEARTS SMALLER
HEART SPIKES BIGGER
HEART SPIKES SMALLER
HEART SPIKES BIGGER
HEART SPIKES SMALLER
PLATFORM BUCKLE SMALLER
CHAINS THINNER
CHAINS THICKER
BUCKLES THICKER
PLATFORM TRIM THINNER
PLATFORM TRIM THICKER
PLATFORM TALLER
PLATFORM SHORTER

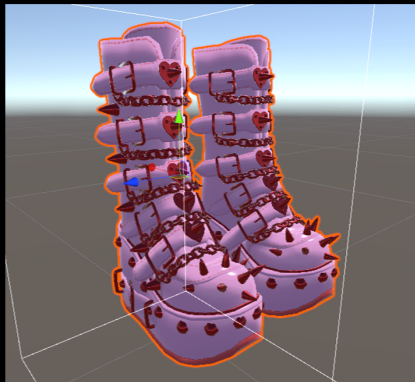# HOW TO USE BLENDSHAPES
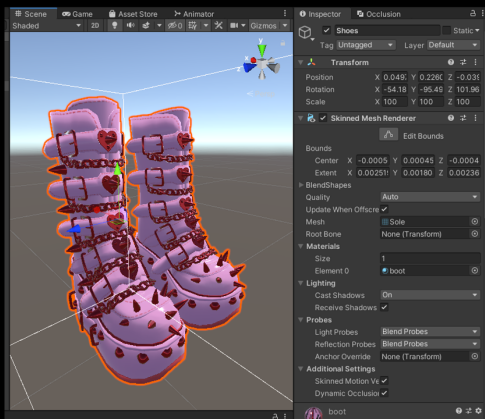
SELECT THE
ASSET ON THE
AVATAR

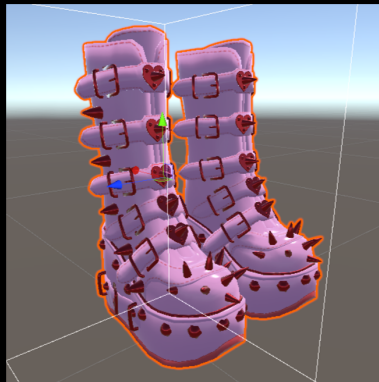
CLICK THE
'BLENDSHAPES'
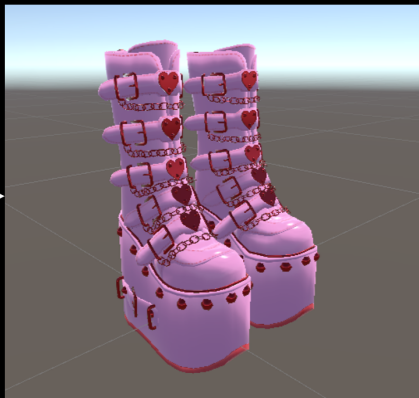DROP DOWN.
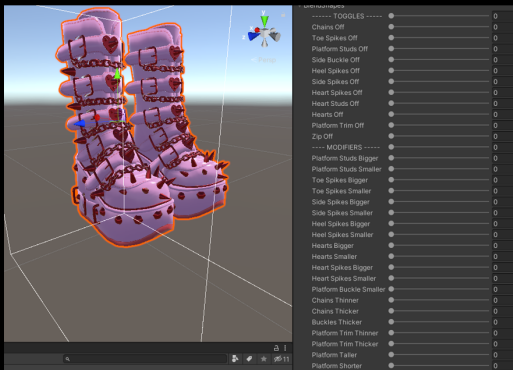
MODIFY FOR
SIMPLE, EASY
CUSTOMIZATION.
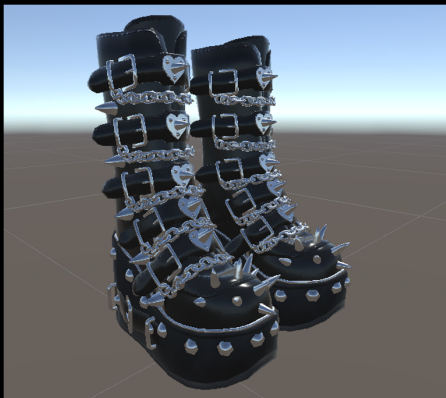

Chains Off   0   Chains Off   100
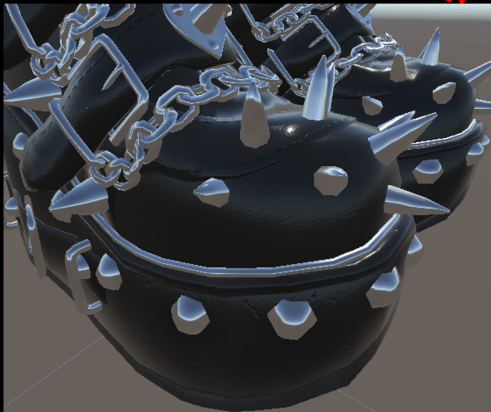

5

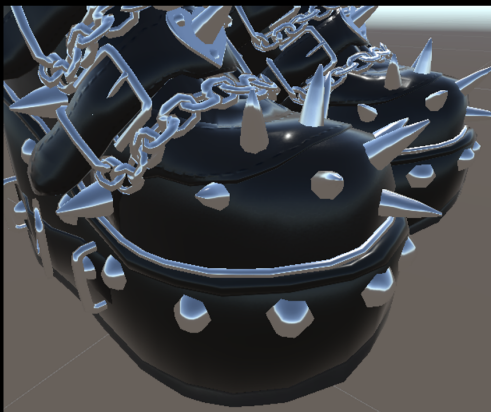# AN EXAMPLE OF CUSTOMIZATION USING ONLY THE INCLUDED SHAPEKEYS, A NORMAL MAP SWAP AND A TEXTURE CHANGE (ALL INCLUDED)
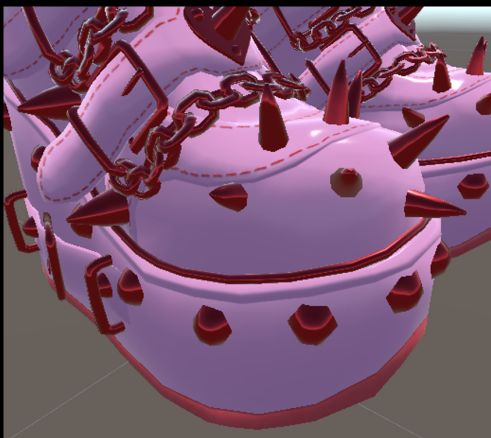
THERE ARE 3 DIFFERENT TEXTURE SETS INCLUDED.

'LEATHER DETAILED TEXTURES' ARE PRE-MADE REALISTIC LEATHER-LOOK TEXTURES (60 INCLUDED).
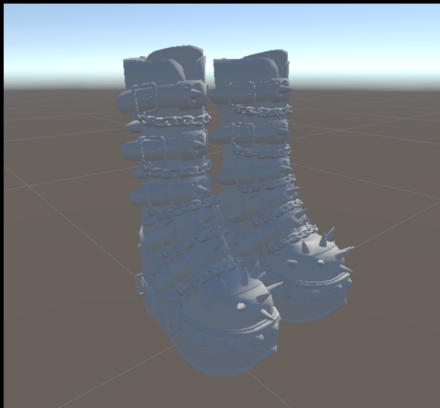

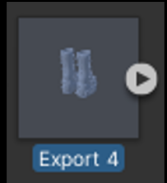'PLAIN TEXTURES' ARE PLAIN TEXTURES WITH NO BAKED DETAILS. (57 INCLUDED)

'CUSTOMIZABLE TEXTURES' ARE TEXTURES MEANT FOR WHOLE SHOE COLOUR CUSTOMIZATION *WITH ONLY A SINGLE MATERIAL!*
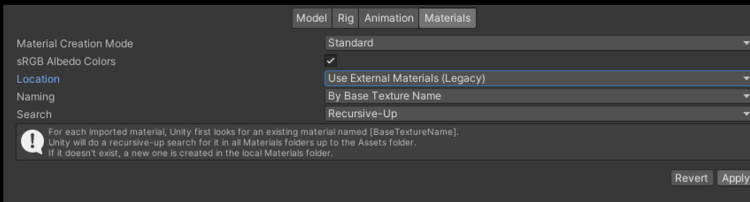
SIMPLE POIYOMI 8.0 SHADER SETUP:

WHEN FIRST
IMPORTED THE
SHOES WILL
LOOK LIKE THIS.
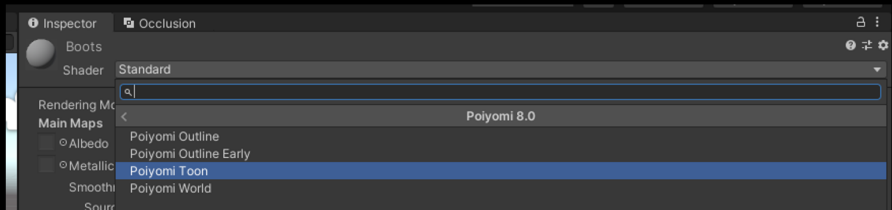
SELECT THE FBX
IN THE ASSETS
SECTION.

ON THE RIGHT SIDE SELECT THE
'MATERIALS TAB' THEN CHOOSE 'EXTERNAL
MATERIALS' THIS WILL GENERATE A FOLDER
CONTAINING THE MATERIAL

Material Creation Mode	Standard
sRGB Albedo Colors	✓
Location	Use External Materials (Legacy)
Naming	By Base Texture Name
Search	Recursive-Up

For each imported material, Unity first looks for an existing material named [BaseTextureName].
Unity will do a recursive-up search for it in all Materials folders up to the Assets folder.
If it doesn't exist, a new one is created in the local Materials folder.

Revert   Apply

SELECT THE
MATERIAL.

CHANGE THE SHADER TO
'POIYOMI TOON 8.0'

Poiyomi Outline
Poiyomi Outline Early
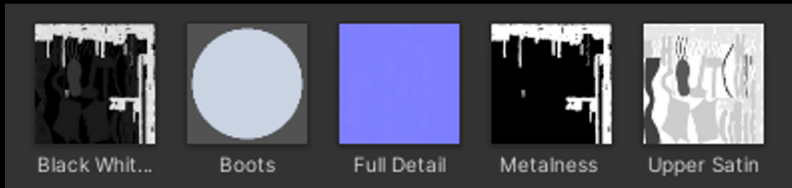Poiyomi Toon
Poiyomi World

8

CHANGE THE COLOUR TO PURE WHITE SO THAT IT DOES NOT CHANGE THE COLOUR OF THE TEXTURE IMAGE (UNLESS YOU WANT IT TO).
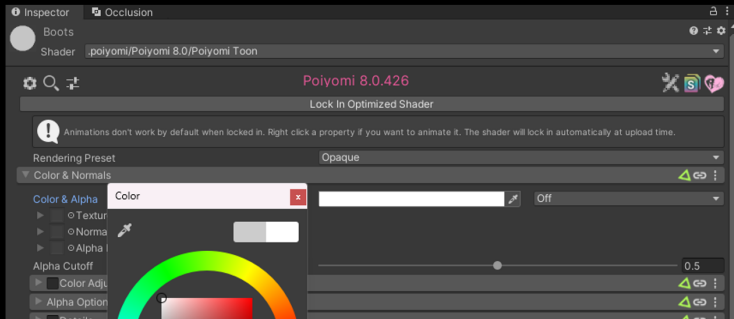

DROP THE DESIRED COLOUR, METALNESS, SMOOTHNESS AND NORMAL MAP IN. (THESE ONES ARE FROM THE STOCK FOLDER, WHICH WILL GIVE YOU THE DEFAULT LOOK. BUT YOU CAN USE ANY OF THE INCLUDED TEXTURES).


CLICK ON EACH TEXTURE AND CHANGE THE IMAGE IMPORT SETTINGS TO THE FOLLOWING (INSIDE OF THE INSPECTOR). THIS WILL GIVE YOU DECENT DETAIL WHILST SIGNIFICANTLY REDUCING THE FILE SIZE.
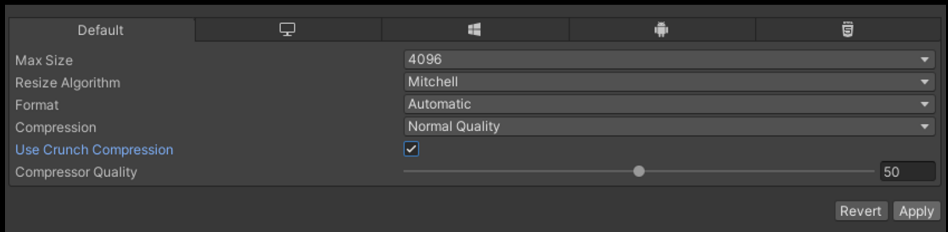
DRAG THE COLOUR AND NORMAL MAP IN, CLICK 'FIX NOW' IF YOU DIDN'T ALREADY SET THE NORMAL MAP AS ONE.
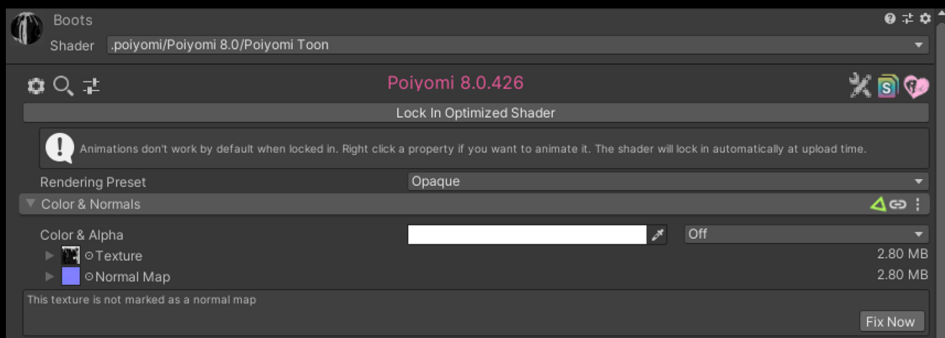

SCROLL DOWN TO 'SHADING' AND DROP IT DOWN. SELECT 'TOON' AS THE LIGHTING TYPE (OR WHATEVER YOU WANT), PLAY WITH THE SETTINGS NOW (AND LATER) TO GET THE DESIRED LOOK.
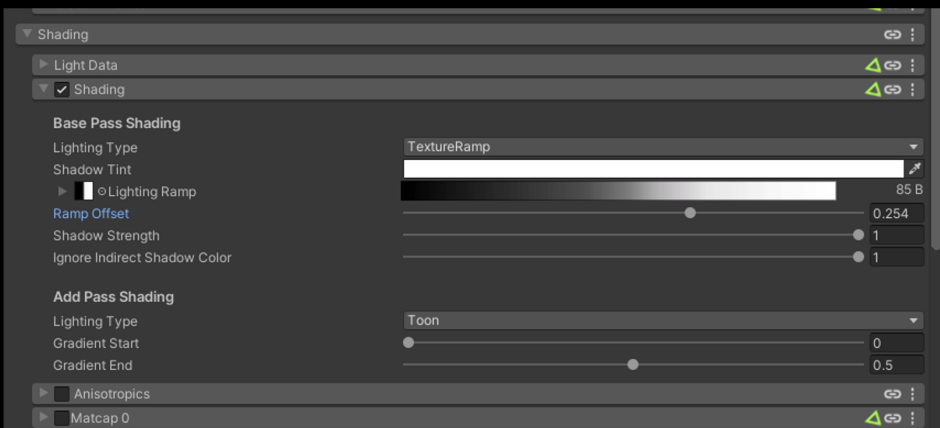
# TIP: IF THE SHADOWS LOOK TOO DARK TRY ADJUSTING THE 'SHADOW STRENGTH'.

SCROLL DOWN TO 'REFLECTION & SPECULAR' AND DROP IT DOWN. SET REFLECTION, SPECULAR, METALLIC AND SMOOTHNESS TO 1. THEN, DROP DOWN 'MAPS'. PLACE THE METALLIC MAP AND THE SMOOTHNESS MAP INTO THEIR RESPECTIVE SLOTS. FINALLY, CLICK CONFIRM MERGE. THIS WILL GENERATE A SINGLE FILE THAT IS A COMBINATION OF BOTH MAPS.
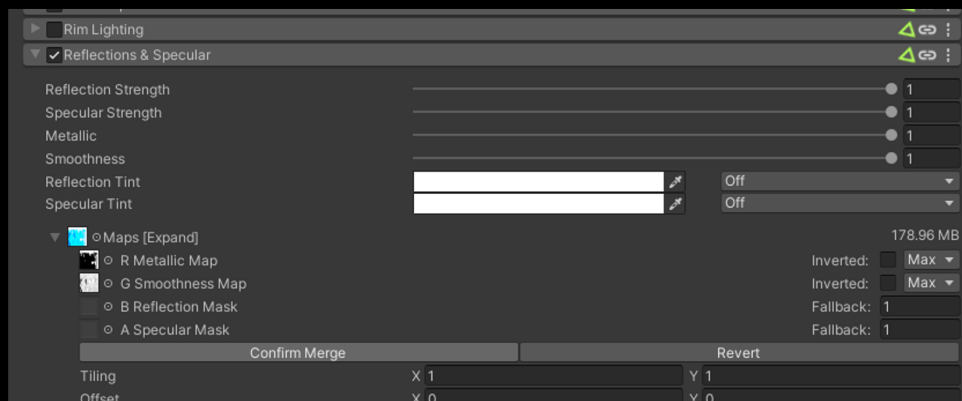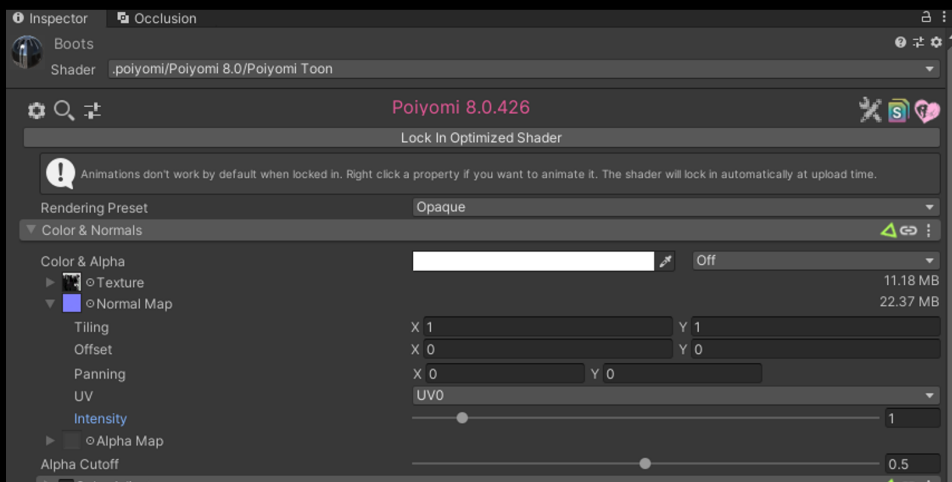

SELECT THE SMALL ICON FOR METALLIC MAP AND THEN PRESS THE BACKSPACE KEY. THIS WILL REMOVE THE IMAGE FROM THE SHADER EDITOR. DO THE SAME FOR THE SMOOTHNESS MAP. THEN, DROP THE GENERATED COMBINED MAP INTO THE 'MAPS' SLOT.

MAKE SURE TO ALSO CHANGE THE IMAGE IMPORT SETTINGS FOR THE COMBINED MAPS IMAGE.
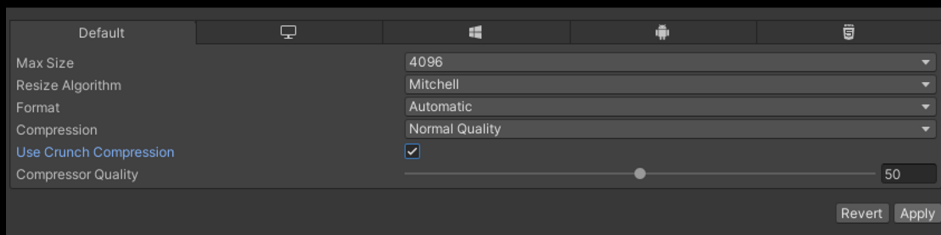

NOW PLAY WITH THE NORMAL MAP INTENSITY TO GET THE DESIRED LOOK.

THAT IS PRETTY MUCH HOW TO SET UP A BASIC POIYOMI TOON 8.0 MATERIAL WITH THE INCLUDED FILES. IT IS THE SAME STEPS FOR BOTH THE 'LEATHER DETAILED TEXTURES' AND 'PLAIN TEXTURES'.

PLAYING WITH THE SETTINGS CAN HELP TO GET THE EXACT LOOK YOU WANT. ALSO, REMEMBER TO PRESS 'APPLY' WHEN YOU MODIFY THE IMAGE IMPORT COMPRESSION SETTINGS.
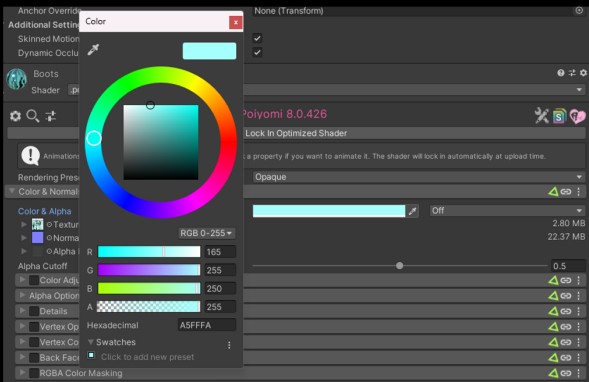
CUSTOMIZABLE TEXTURE SETUP

Leather Detailed   Plain   Detail Mask
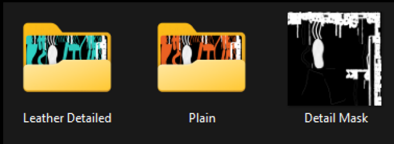
INCLUDED ARE CUSTOMIZABLE TEXTURES FOR BOTH LEATHER AND PLAIN.

SETUP THE MATERIALS IN THE SAME WAY AS EXPLAINED BEFORE, EXCEPT USE THE COLOUR IMAGES FROM THESE FOLDERS.

BASICALLY, YOU NEED TO USE THE COLOUR THAT IS THE CLOSEST ONE TO THE MAIN COLOUR THAT YOU WANT.

HERE 'PASTEL BLUE 1' WAS USED, THEN A TURQUOISE SHADE WAS SELECTED WHICH RESULTED IN CHANGING THE SHADE.
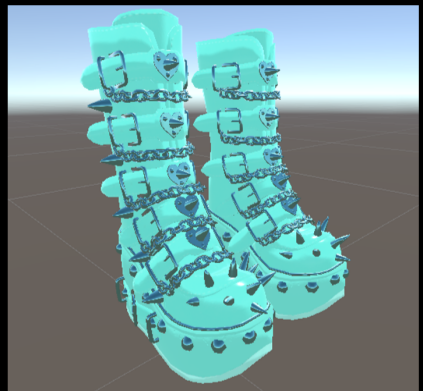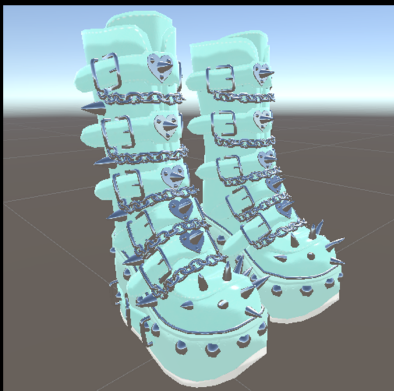
NEXT, ACTIVATE THE 'DETAILS' SECTION. DROP IT DOWN AND THEN PLACE THE 'DETAIL MASK' IMAGE INTO THE 'DETAIL MASK' SLOT. (MAKE SURE YOU CHANGE THE IMPORT SETTINGS OF THE DETAIL MASK IMAGE LIKE THE OTHER IMAGES).
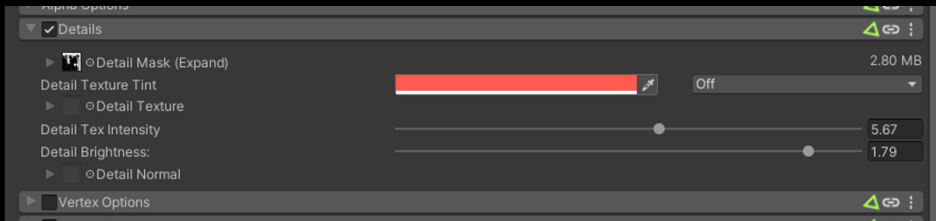

CHANGE THE 'DETAIL TEXTURE TINT' TO CHANGE THE COLOUR OF THE METAL, STITCHES AND SOLE. PLAY WITH THE 'DETAIL TEX INTENSITY' AND 'DETAIL BRIGHTNESS' SLIDERS TO GET THE DESIRED LOOK.
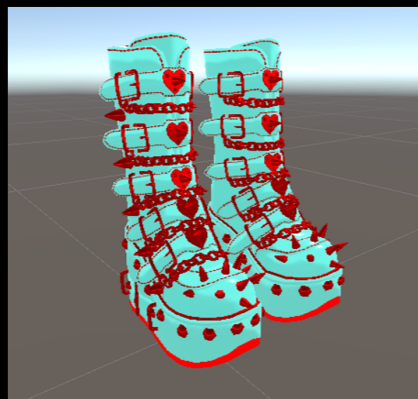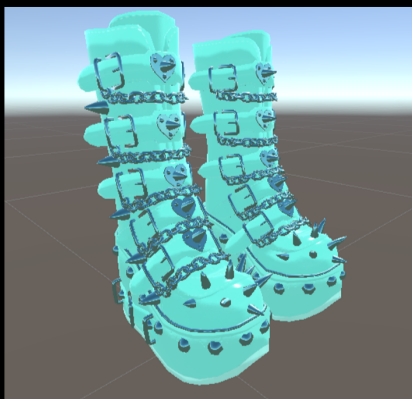

THE BIG BENEFIT OF THIS IS THAT YOU CAN GET A REASONABLE AMOUNT OF TEXTURE CUSTOMIZATION WITH ONLY HAVING A SINGLE MATERIAL VS MULTIPLE MATERIALS. EVEN IF THERE WAS MULTIPLE TEXTURES IT WOULD NOT BE POSSIBLE TO CHANGE THE STITCH COLOUR WITHOUT USING THIS DETAIL MASK METHOD.
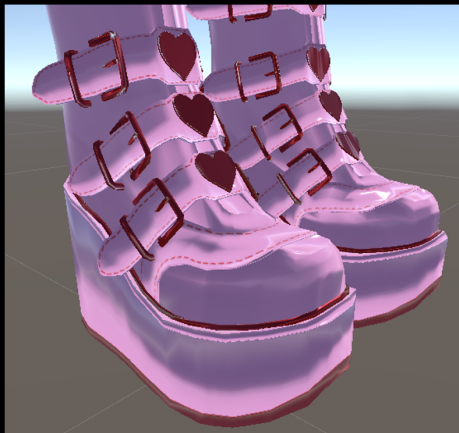
YOU MAY NOTICE THAT IF YOU WANT TO HAVE THE METAL BE A LIGHTER COLOUR THAN THE MAIN OR WHITE, THAT YOU CAN'T. THERE IS HOWEVER A WAY AROUND THIS...
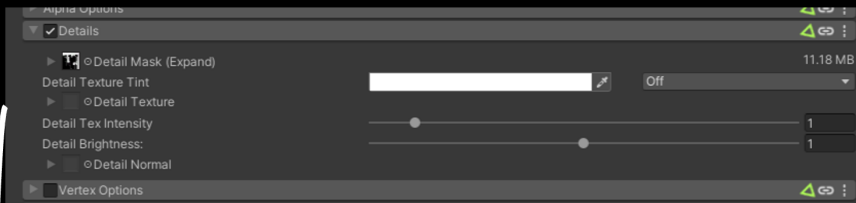
...AND THAT IS TO PUT THE DETAIL MASK AGAIN IN THE 'DETAIL TEXTURE' SLOT. THIS HAS THE EFFECT OF "AMPLIFYING" THE DETAIL COLOUR. THIS WAY, YOU CAN MAKE THE DETAIL BRIGHT WHITE, LIGHTER OR VERY VIVID.
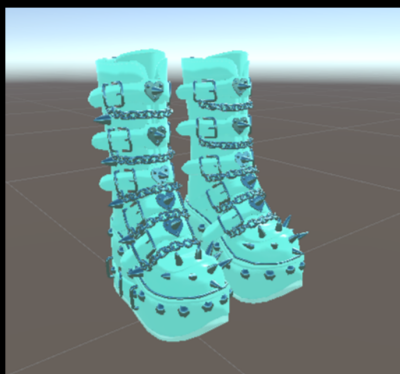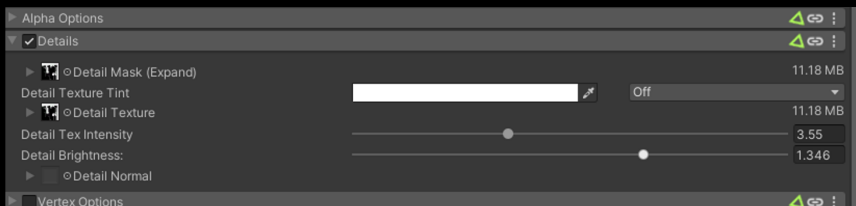
SOME TIPS:

IF YOU START USING THE BLENDSHAPES AND GET THIS UGLINESS, TRY GOING INTO THE FBX AND TURNING ON 'LEGACY BLEND SHAPE NORMAL'.

Legacy Blend Shape Normals	✓

OR GO INTO THE VRCHAT SDK AND CLICK 'OUT FIX' HERE.

Active Build Target: StandaloneWindows64

Switch Build Target to Android

⚠ This avatar contains skinned meshes that were imported with Blendshape Normals set to 'Calculate' but aren't using 'Legacy Blendshape Normals'. This will significantly increase the size of the uploaded avatar. This must be fixed in the mesh import settings before uploading.   **Auto Fix**

IF YOU WANT TO REDUCE THE POLYCOUNT YOU CAN USE THE ALTERNATE VERSIONS THAT HAVE BEEN SUPPLIED.

IF YOU WANT FURTHER MODIFICATION, YOU CAN ALWAYS EDIT THE TEXTURES OR MESH FURTHER IN EXTERNAL SOFTWARE.

IF YOU WANT TO SAVE EVEN MORE POLYS YOU COULD MANUALLY DELETE THE DETAILS YOU WANT IN BLENDER.

JOIN MY DISCORD SERVER FOR UPDATES, SALE INFO, DISCOUNTS ETC + MAYBE SOME SPECIAL STUFF???

DISCORD.GG/3DKKCBRXCN

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LUXXI VR
==-WELCOME-==   Joined