

Import Instructions:

Before importing the Silvalux .unitypackage, import the following into your project:

- * Latest VRC SDK3
- * Poyomi Toon Shader (free)

Once the package is imported, go to "Assets>Silvalux>Scenes" and pick a scene, or create your own and start from one of the prefabs in "Assets>Silvalux>Prefabs".

Important Notes:

My .unitypackage contains TextureCompressor v1.1 by Markcreator.

TextureCompressor automatically adds crunch compression to your textures during upload. This reduces your avatar's download size with no effect on visual quality, saving everyone a bit of lag when you switch avatars.

Explanation of Playable Layers:

Custom Locomotion: Disables crouch/crawl animations when in FBT, adds custom menu preview animation.

Custom Gesture: Controls animation of hands, ears, and tail.

Custom Action: Adds custom AFK animation.

Custom FX: Controls expression blendshapes based on hand gestures/AFK status, as well as body customization blendshapes.

Changelog:

V1.1.0

- * Dynamic bone components have been replaced with VRC physbones, colliders have been added to all affected bones.
- * Medium/Poor scenes and prefabs have been removed, as the model now falls within the requirements for medium with all dynamics enabled.
- * Added a menu slider to adjust gravity for the tail. Added a floor collider for the tail that is enabled with gravity.
- * Fixed a bug that caused expression animations to ignore transition duration and snap between poses. They now blend smoothly.
- * TextureCompressor updated to v1.1.

V1.0.0

- * Fixed a minor inconsistency in one of the FX animation controller's transitions.

V0.3.1 (Beta)

- * Added tail wag animation with speed control. Added tail puppet menu.

V0.3.0 (Beta)

- * Major additions to animation layers. Added ear poses, custom AFK animation, and custom menu preview animation.

- * Added TextureCompressor v1.0 and Dynamic Bone Container v1.3 by Markcreator.

V0.2.0 (Beta)

- * Mesh changes:

- Completely redone UV map for fluff material. Fluff with old UV map remains in the blender source if needed.

- Added blendshapes for body customization.

- Added arm, leg, and tail warmers with their own material slot.

- Minor tweaks to knee geometry on mech legs.

- * Texture changes:

- Texture set 1 updated to new fluff UV's, added warmers.

- Texture set 2 created.

- * Unity changes:

- Implemented mesh changes/additions. Toggles and sliders for new features added to quick menu.

- Added texture set 2 as its own prefab avatar.

V0.1.0 (Beta)

- * Initial release.