

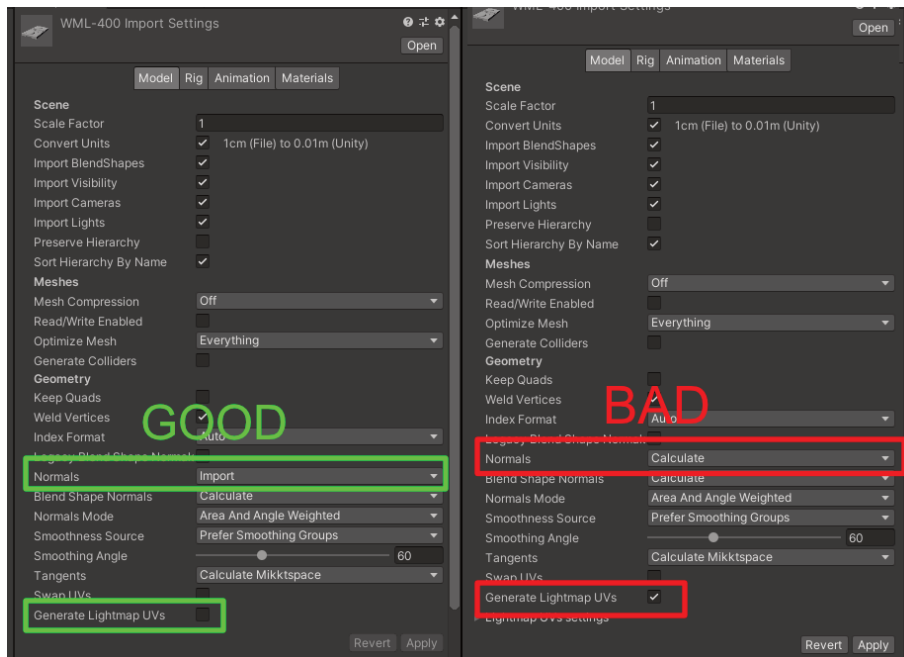
WML-SEQ4

Instructions

Step 1:

Import WML-SEQ4.fbx into Unity.

Do **not** change anything in import settings. Changing settings will have negative effects on model.



Step 2:

Place object in the world.

Step 3:

Import textures into Unity and create new roughness based material. Mochie Shader or Filamented Shader recommended!

Mochie: <https://github.com/MochiesCode/Mochies-Unity-Shaders>

Filamented: <https://gitlab.com/s-ilent/filamented>

Step 4:

Apply material to object!

Color chart

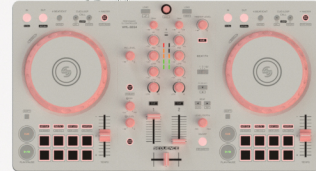
Default



Assimilation



Dex



Familiar



HitBit



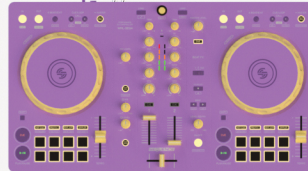
Ice



Jack



Lavender



Overpriced



Pale



Sentinel



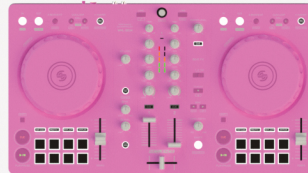
Sequence



Sky



UnicornIDK



Vapor



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Contact

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Discord: Windmill#0001

VRChat: [WindmillArt](https://www.vrchat.com/users/WindmillArt)

Commissions for custom texture for this model are available if I have free time to do them. Feel free to inquire!

If you find this model useful, please consider supporting my work!
<https://ko-fi.com/windmill>