

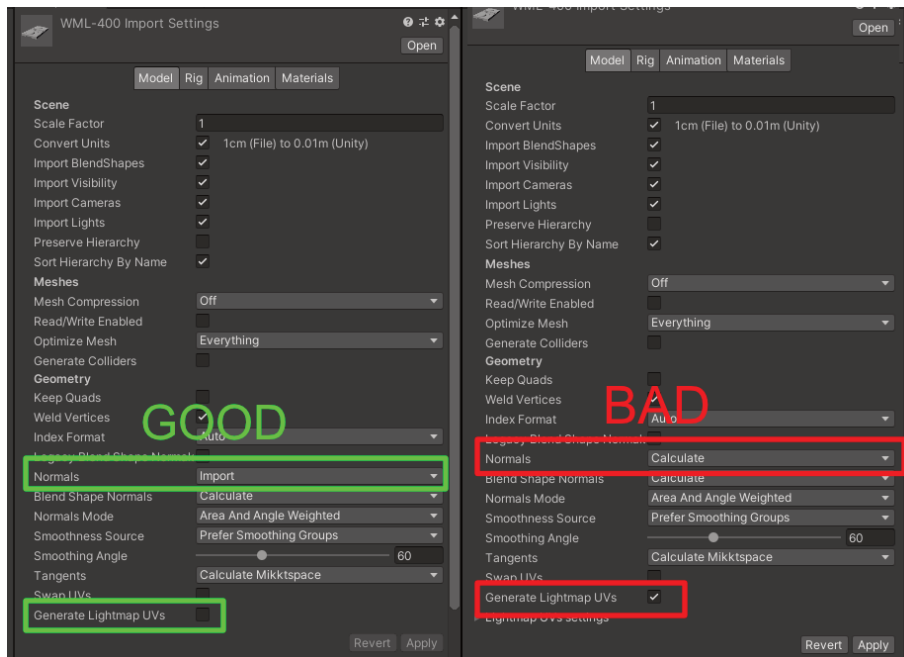
nanoMACHINE2

Instructions

Step 1:

Import nanoMACHINE2.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:

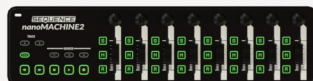
Apply material to object!

Color chart

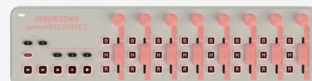
Default



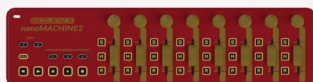
Assimilation



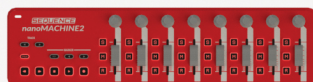
Dex



Familiar



HitBit



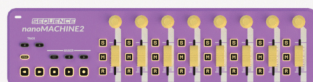
Ice



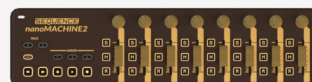
Jack



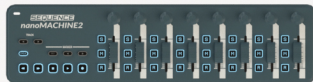
Lavender



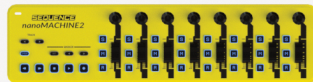
Overpriced



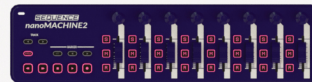
Pale



Sentinel



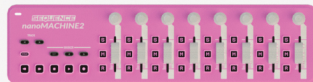
Sequence



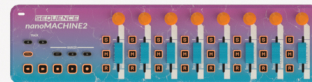
Sky



UnicornIDK



Vapor



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 - You're allowed to include this model in world commissions.
 - You don't have to credit me, BUT credit is appreciated! <3
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 - You're NOT allowed to complain to me because you got it for free :)

Contact

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Discord: Windmill#0001

VRChat: [WindmillArt](https://www.vrchat.com/people/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>