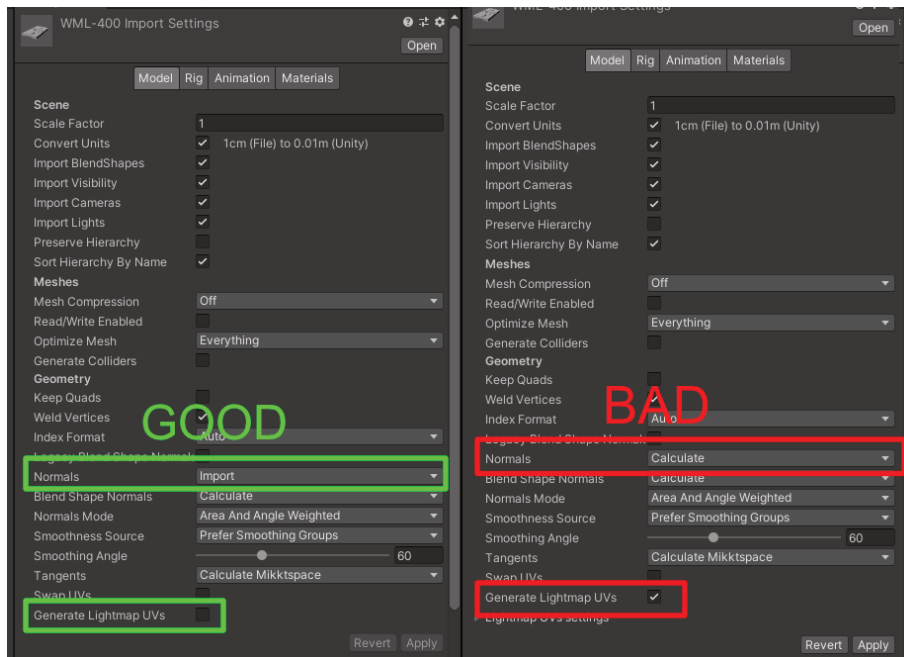


# SPK16

## Instructions

### Step 1:

Import SPK16-Upright.fbx or SPK16-Sideways.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!

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  - You're allowed to include this model in your world or avatar.
  - 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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## Contact

Twitter: [@WindmillVR](https://twitter.com/WindmillVR)

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>