

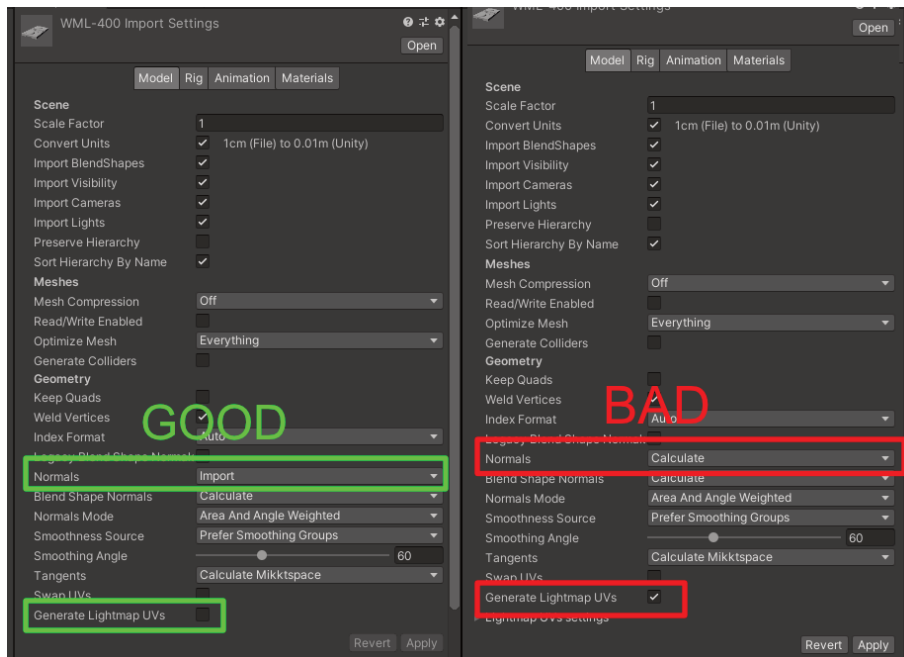
WML-400

Instructions

Step 1:

Import WML-400.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

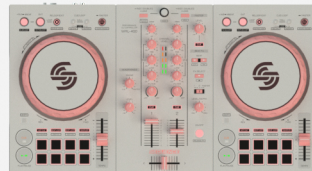
Default



Assimilation



Dex



Familiar



HitBit



Ice



Jack



Lavender



Overpriced



Pale



Sentinel



Sequence



Sky



UnicornIDK



Vapor



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Contact

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

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!
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