

★Lorc'Avali Setup Guide★



⬇️ Prerequisite downloads: ⬇️

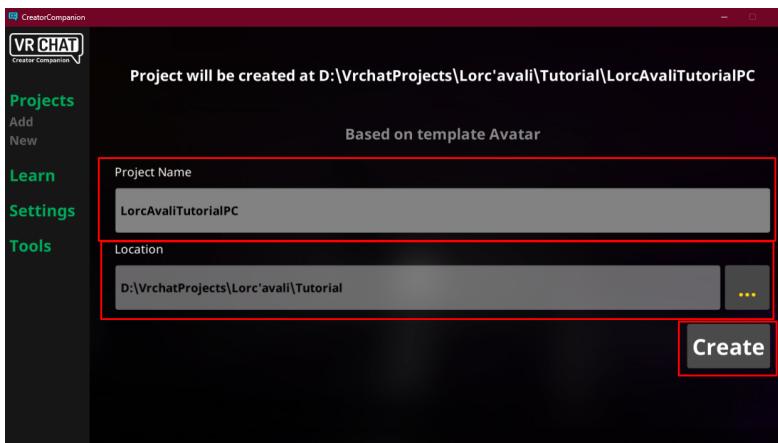
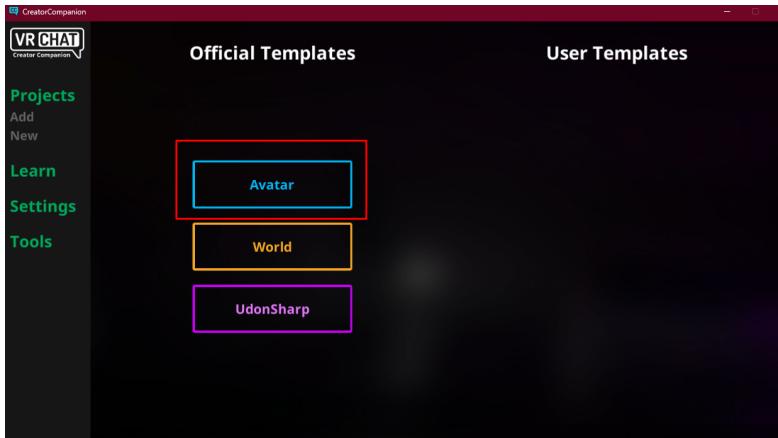
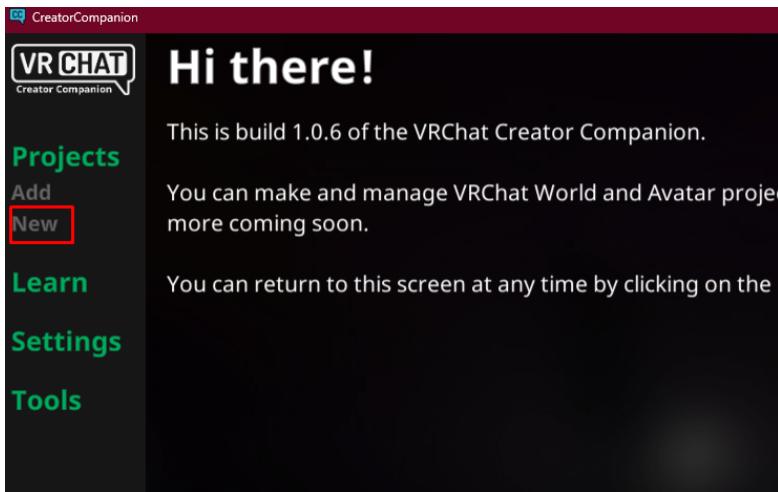
- VRChat Creator Companion <https://vrchat.com/download/vcc> (and then install it!)
- The Lorc'Avali unity packages (PC and Quest)
<https://lorcantheavalil.gumroad.com/l/lorcavali>
- Poiyomi Toon Shader
<https://github.com/poiyomi/PoiyomiToonShader/releases/download/V8.0.426/Poi.Too n.8.0.426.unitypackage>

● Note; This guide is not a substance painter tutorial! If you need help there, there are loads of YouTube tutorials for it. Natch Deux has a nice one
https://www.youtube.com/watch?v=xCjV9hYm2uU&ab_channel=NatchDeux

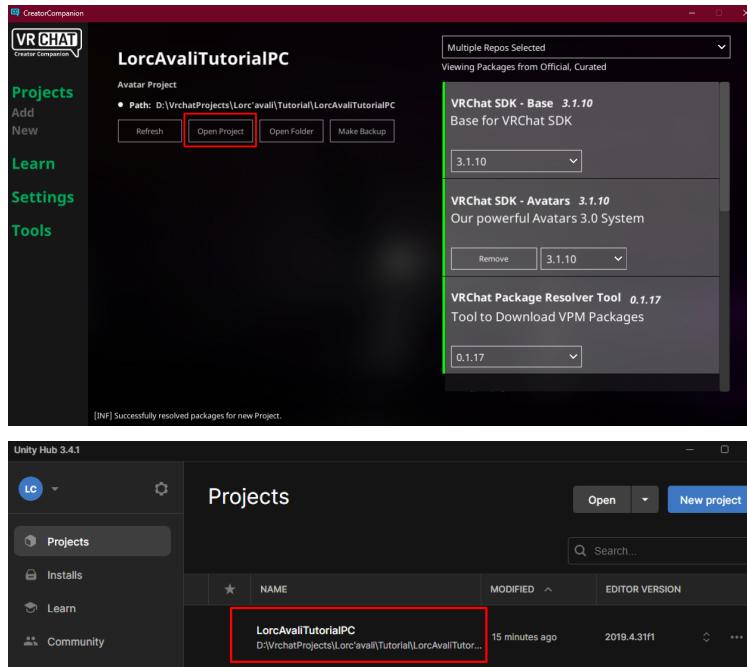
● Note; This guide assumes you have already made your custom textures using Substance Painter and have exported them using my export preset
<https://lorcantheavalil.gumroad.com/l/substanceexportpreset>

PC Setup

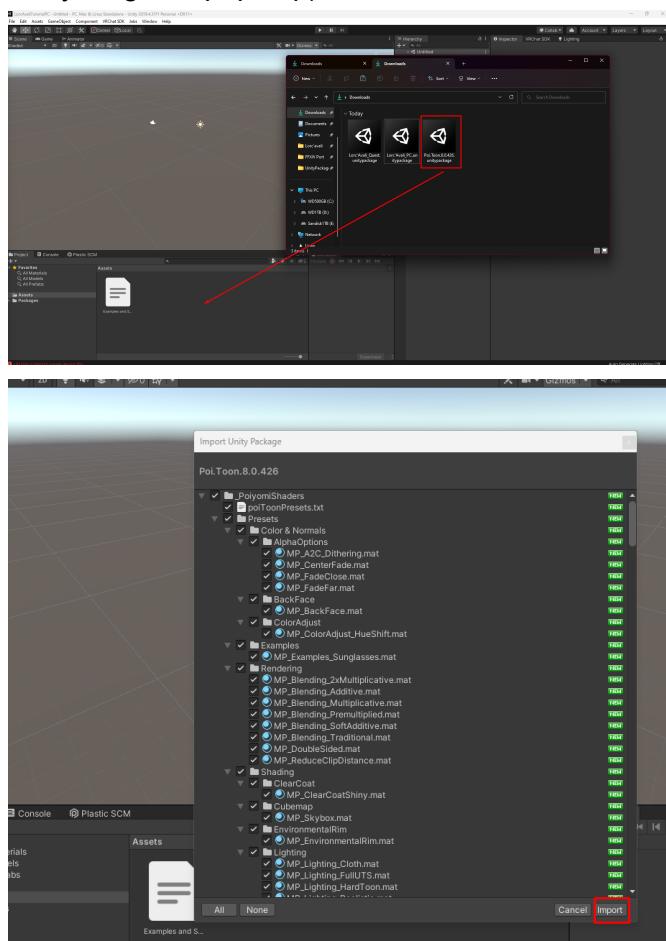
1. Launch VRChat Creator Companion and create a new Avatar project



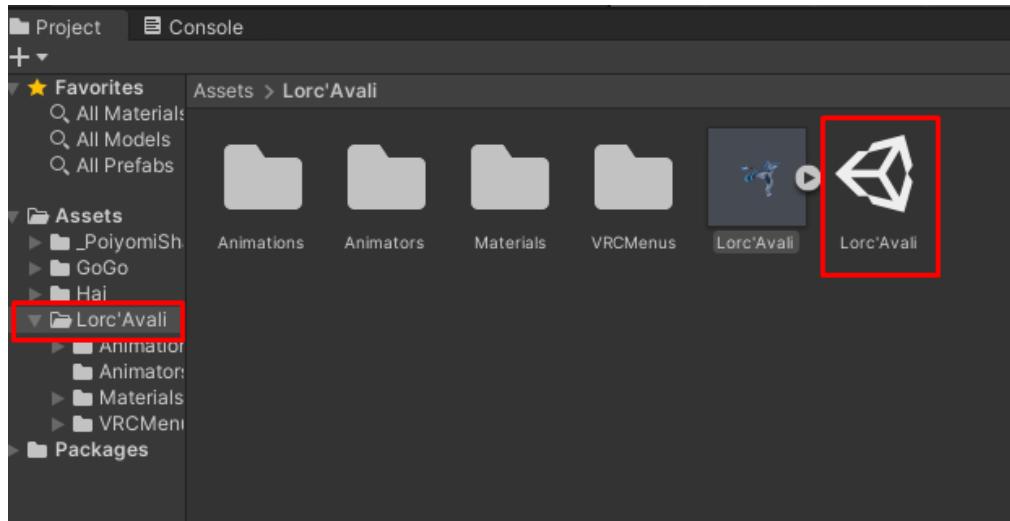
2. Open the project



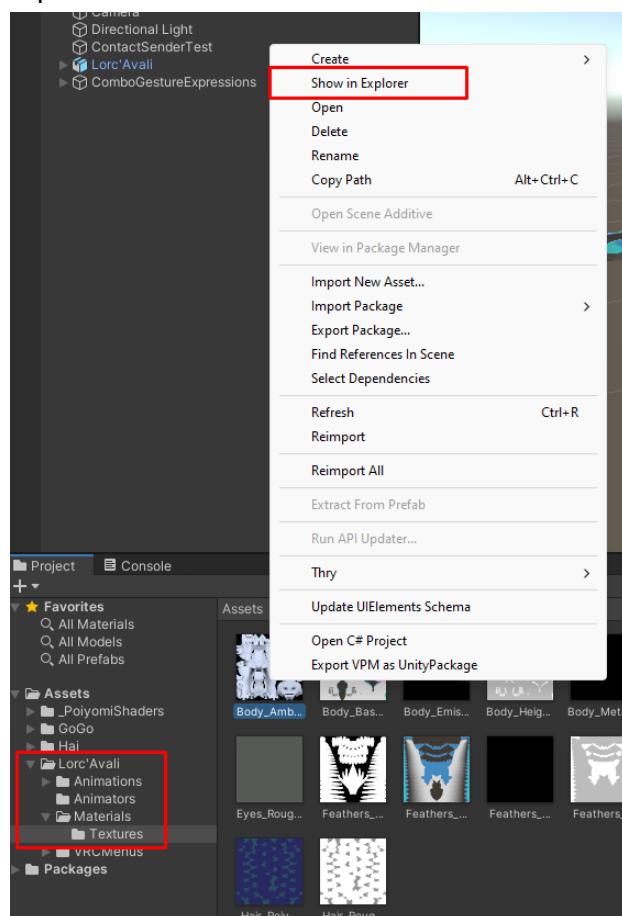
3. Import Poiyomi package (drag unitypackage file into the Project area and import everything that pops up)



4. Import the Lorc'Avali_PC unity package in the same way (This might take a few minutes depending on your PC as texture crunch compression is enabled)
5. Open the Lorc'Avali scene

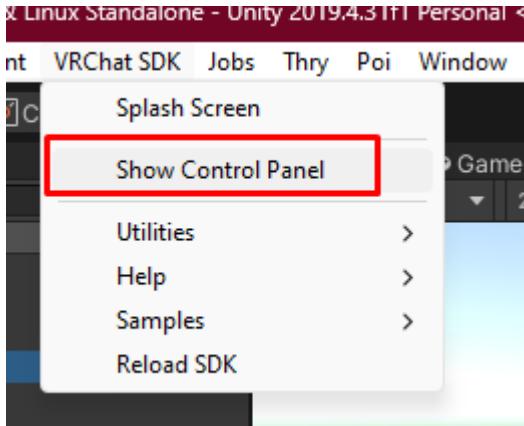
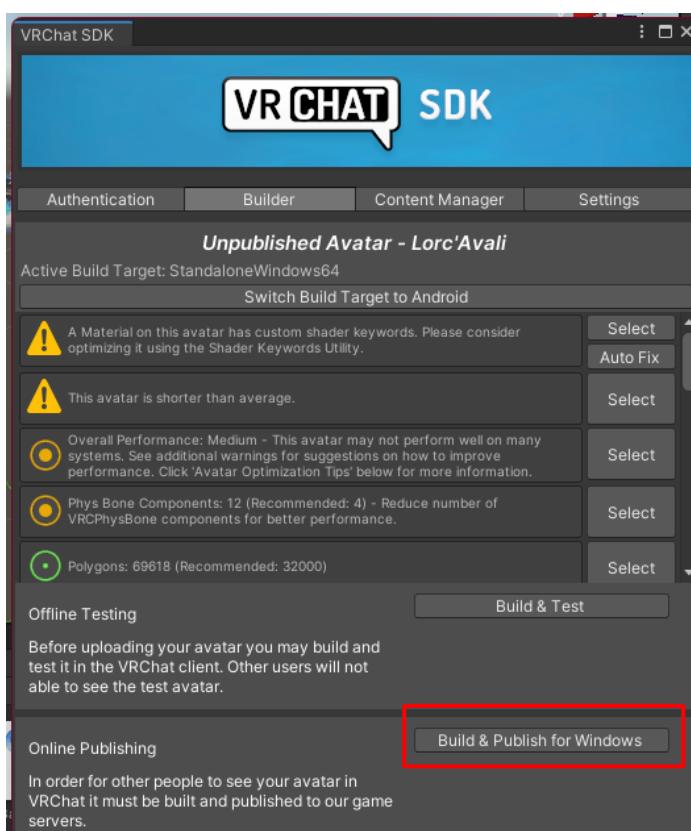


6. Now we can update the textures to your new custom ones
 - a. Open the textures folder in Unity, right click on any image and 'Show in explorer'



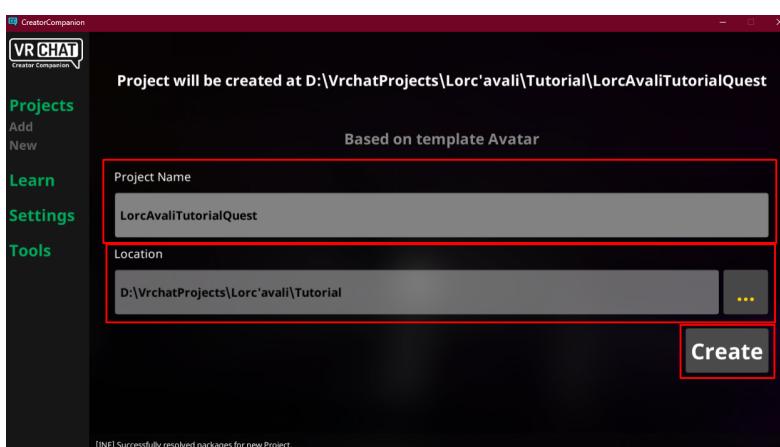
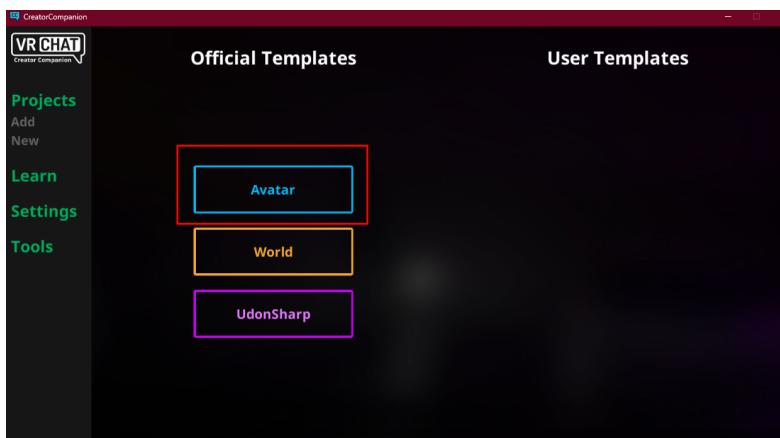
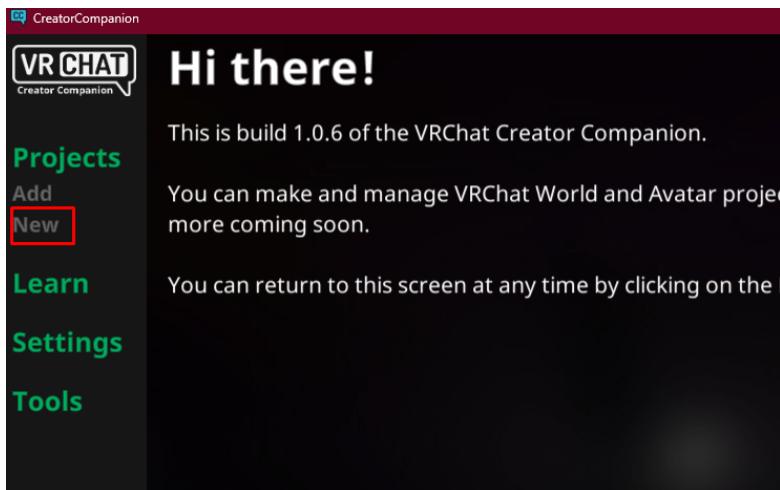
- b. Open your custom textures in another explorer window (this assumes you have already created and exported your new textures using my substance painter export preset)

<https://lordantheavalii.gumroad.com/l/substanceexportpreset>

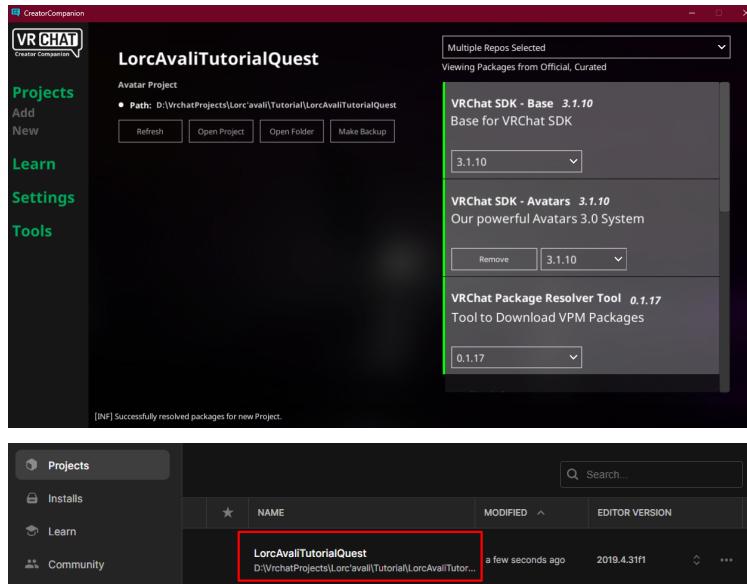
- c. Copy, paste and override the existing Unity textures with your new ones (in explorer, not unity! - Doing it in explorer will actually replace the images which is what we want, if you do it directly in Unity, it will just create new images)
 - d. After you finish up copying them over, go back to unity and you will see it reimporting the images (this might take a couple minutes due to crunch compression)
 - e. After unity is finished you should see your new textures reflected on the model
7. Open the VRChat SDK control panel, log in, and upload your avatar :)
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Quest Setup

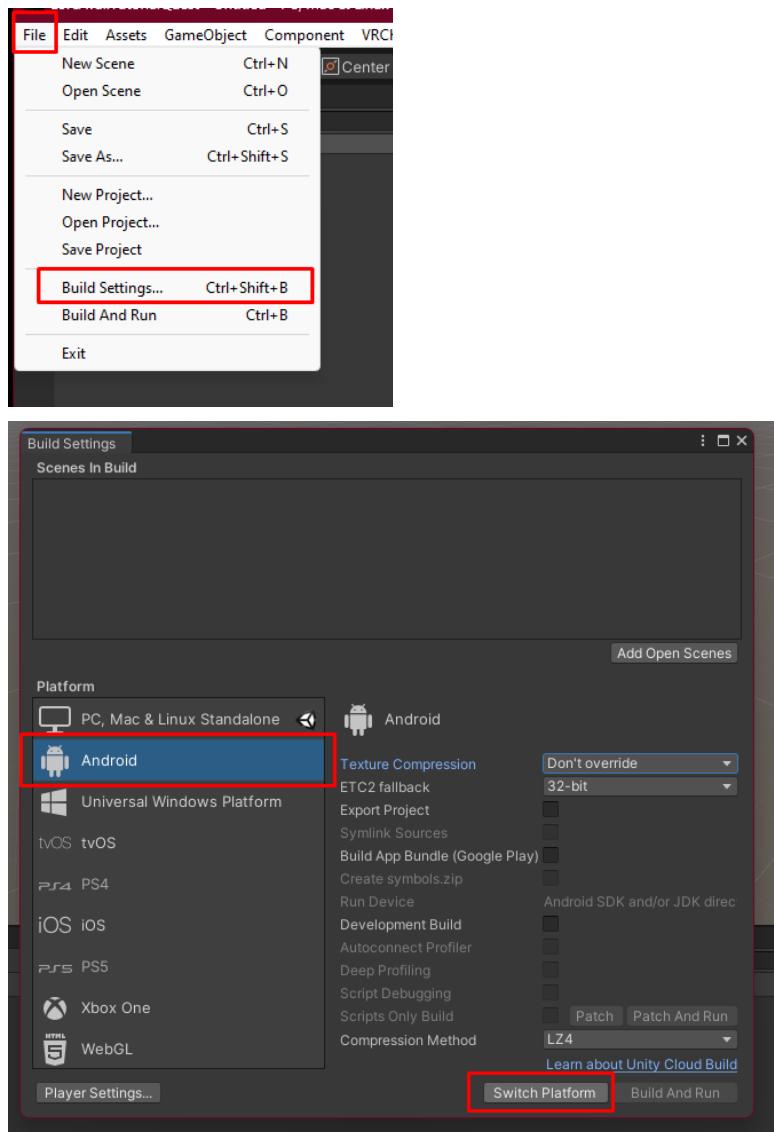
1. Launch VRChat Creator Companion and create a new Avatar project



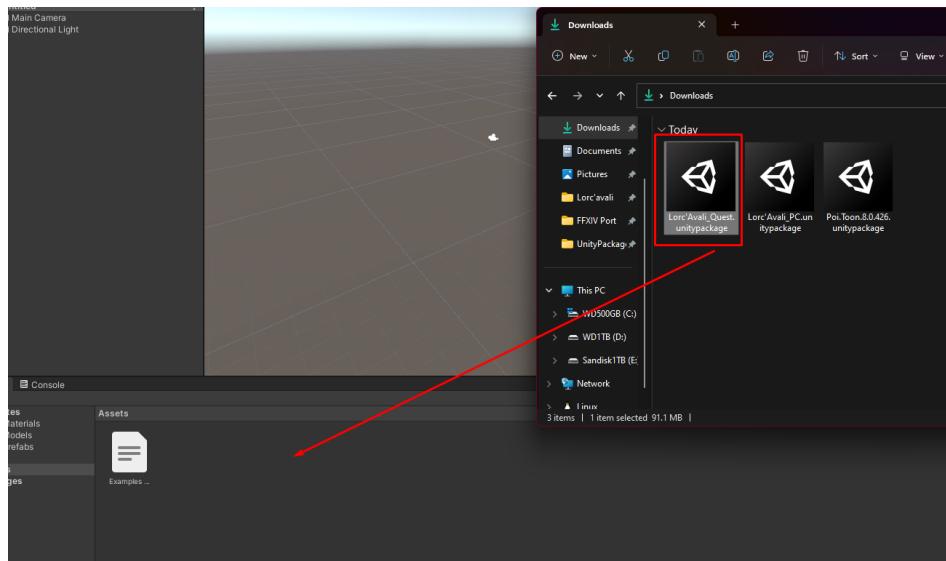
2. Open the project



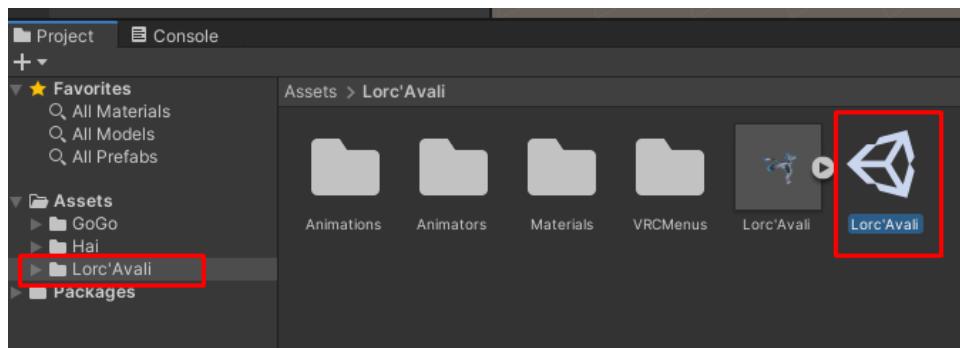
3. Change the project to be built for Android



4. Import the Lorc'Avali_Quest unitypackage (drag unitypackage file into the Project area and import everything that pops up, depending on your PC this might take a few minutes due to texture crunch compression)

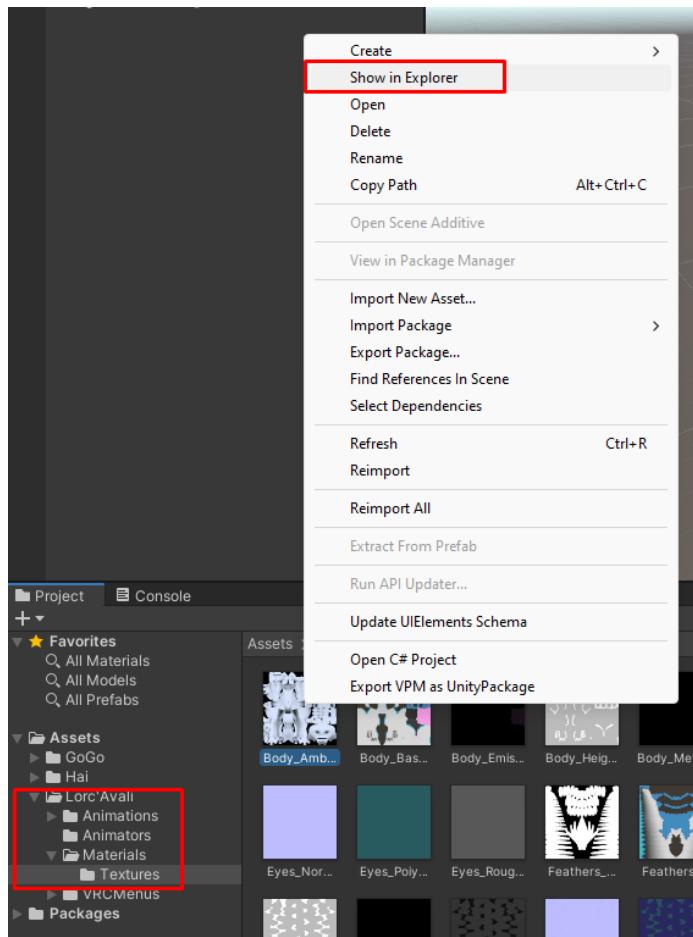


5. Open the Lorc'Avali scene



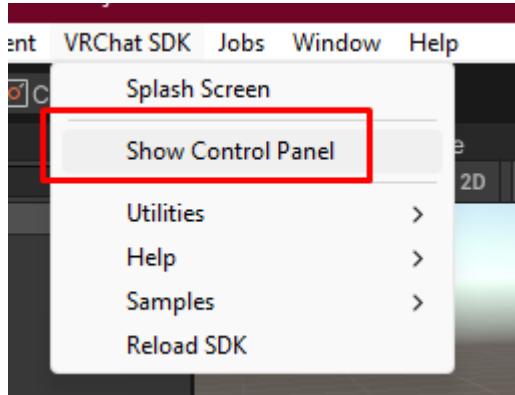
6. Now we can update the textures to your new custom ones

- Open the textures folder in Unity, right click on any image and 'Show in explorer'



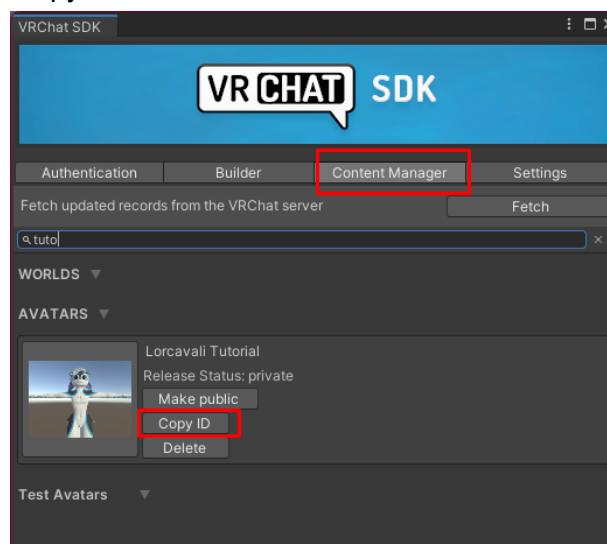
- Open your custom textures in another explorer window (this assumes you have already created and exported your new textures using my substance painter export preset)
<https://lrcantheavalil.gumroad.com/l/substanceexportpreset>
- Copy, paste and override the existing Unity textures with your new ones (in explorer, not unity! - Doing it in explorer will actually replace the images which is what we want, if you do it directly in Unity, it will just create new images)
- After you finish up copying them over, go back to unity and you will see it reimporting the images (this might take a couple minutes due to crunch compression)
- After unity is finished you should see your new textures reflected on the model

7. Open the VRChat SDK control panel and log in

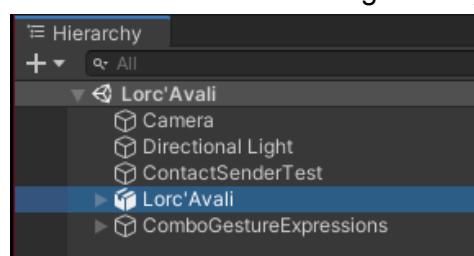


8. If you have already uploaded your PC version of the avatar we will want to apply existing avatar ID to the quest model before uploading

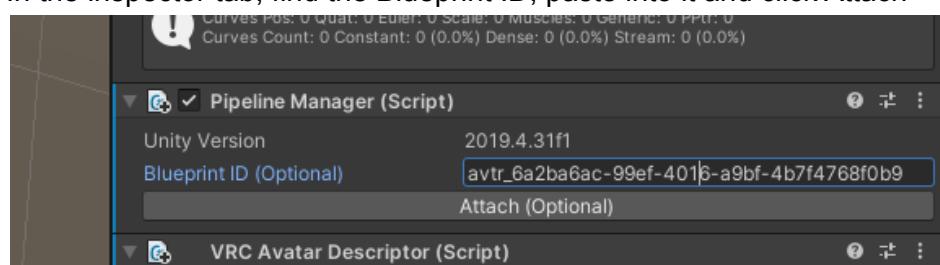
- Open the 'Content Manager' tab in the control panel, find your PC avatar, and 'Copy ID'



- Then select the 'Lorc'Avali' game object in the hierarchy



- In the inspector tab, find the Blueprint ID, paste into it and click Attach



9. Open the VRChat SDK control panel again and build.. If you have correctly attached the PC avatar ID, the avatar details should already be filled in

