

Coin Rain Animation Guide for Dummies

*THIS IS OPTIONAL BUT IS ALSO VERY COOL

By Liindy

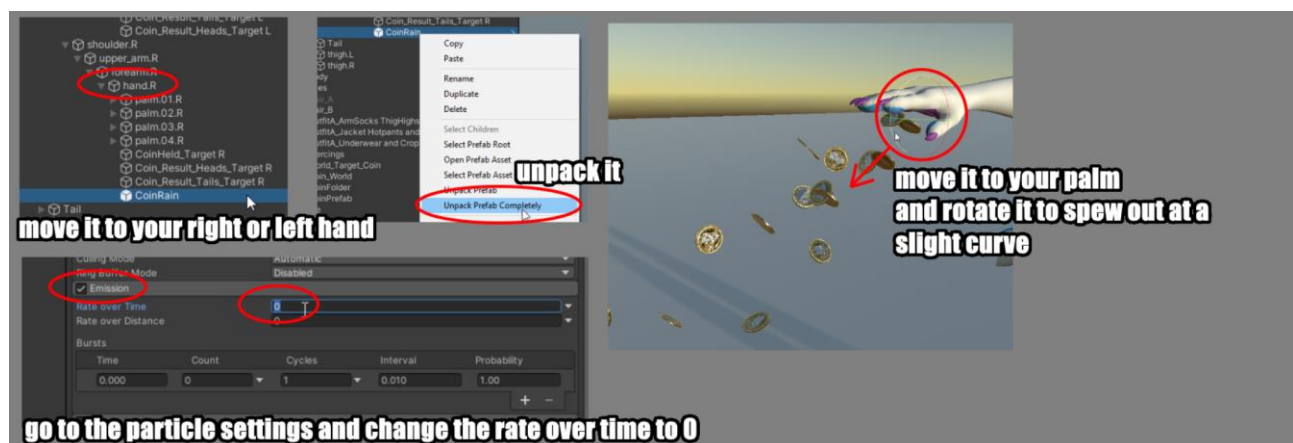
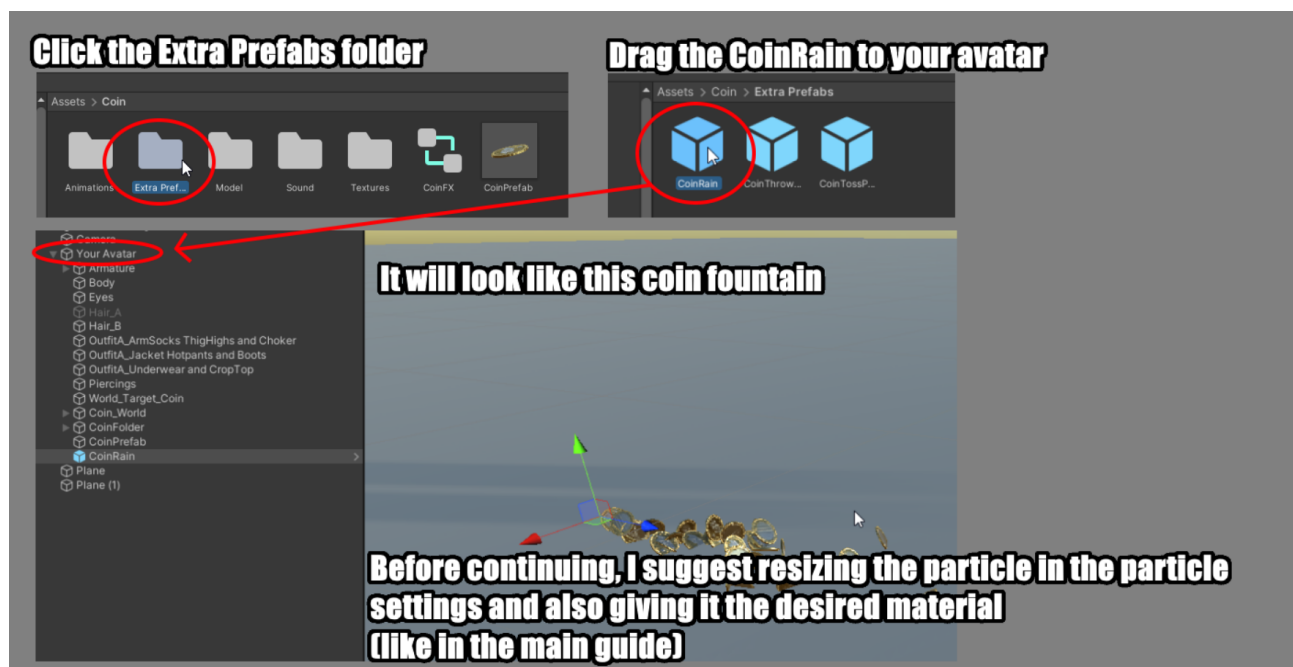
(I tried to make it as easy to understand as possible for people with no unity experience)

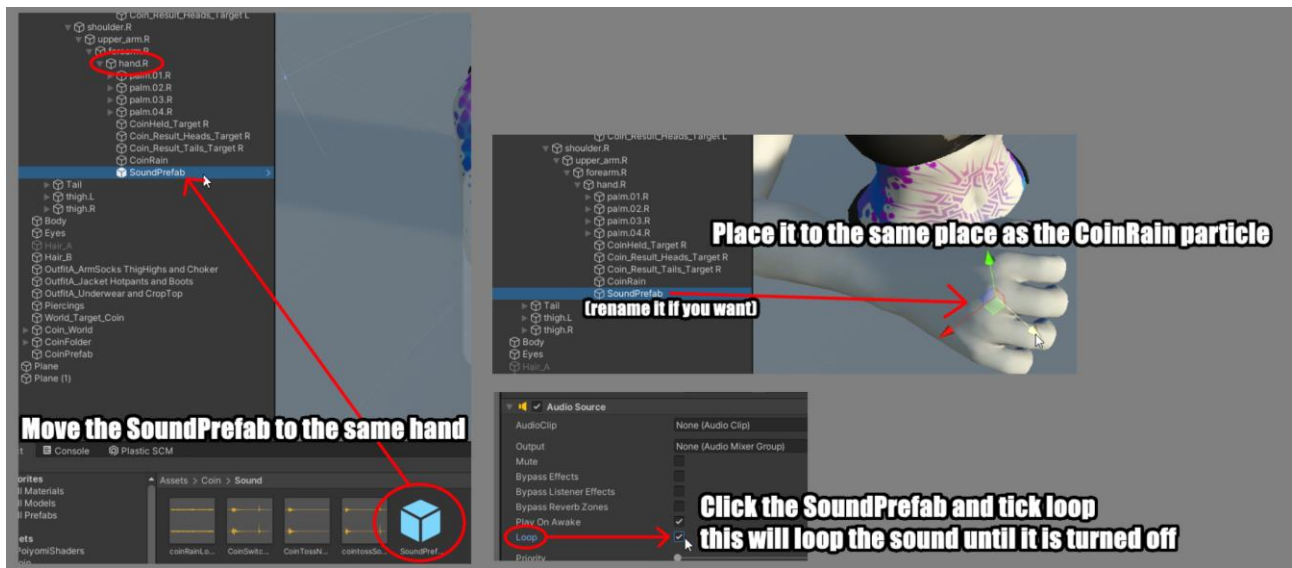
Things you need:

Before reading this guide, you should have finished the first guide and have a working Coin on your avatar.

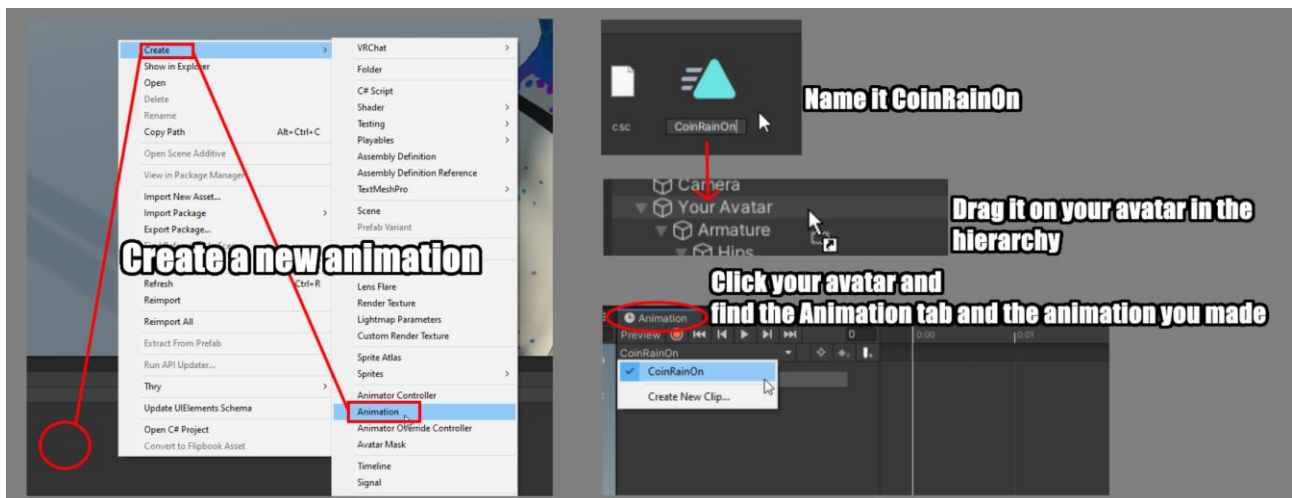
This guide assumes you have slightly more experience with unity, but will still explain in detail how to do stuff

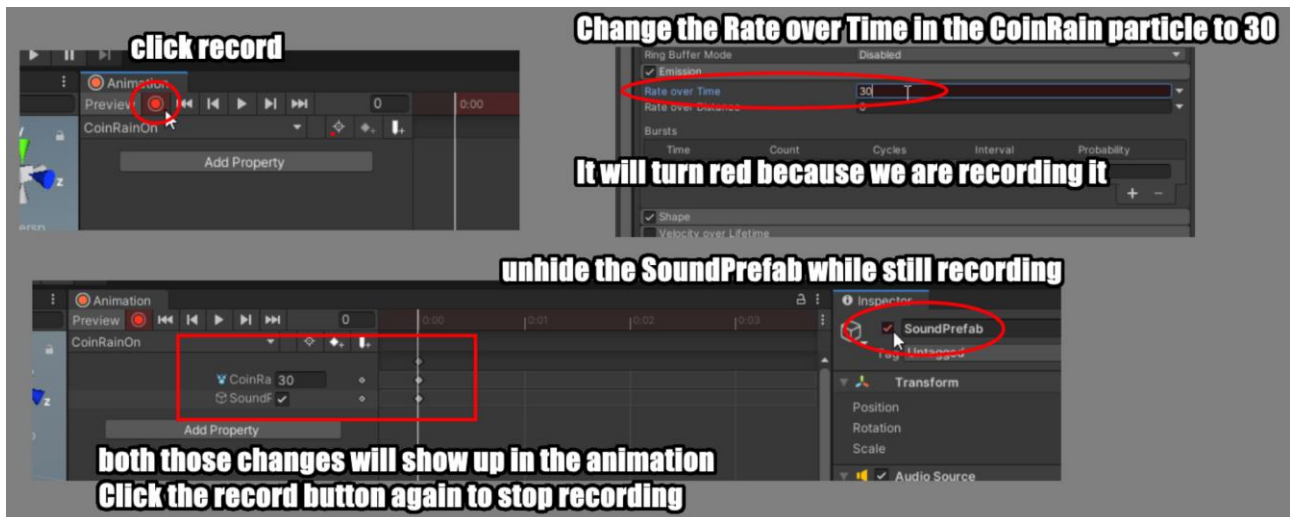
Step 1 – Placing Prefabs





Step 2 – Create an animation



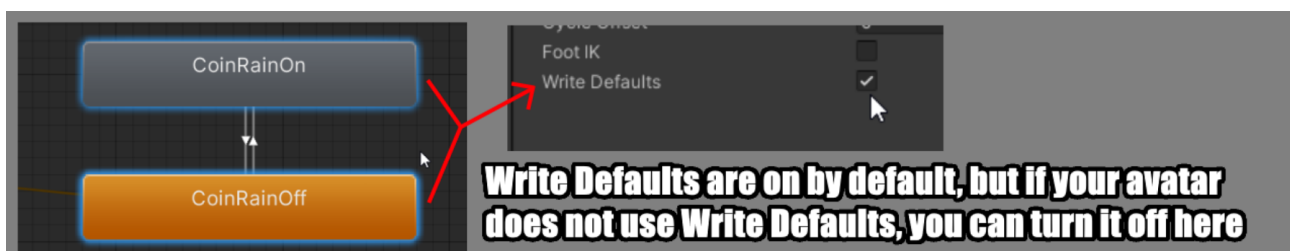
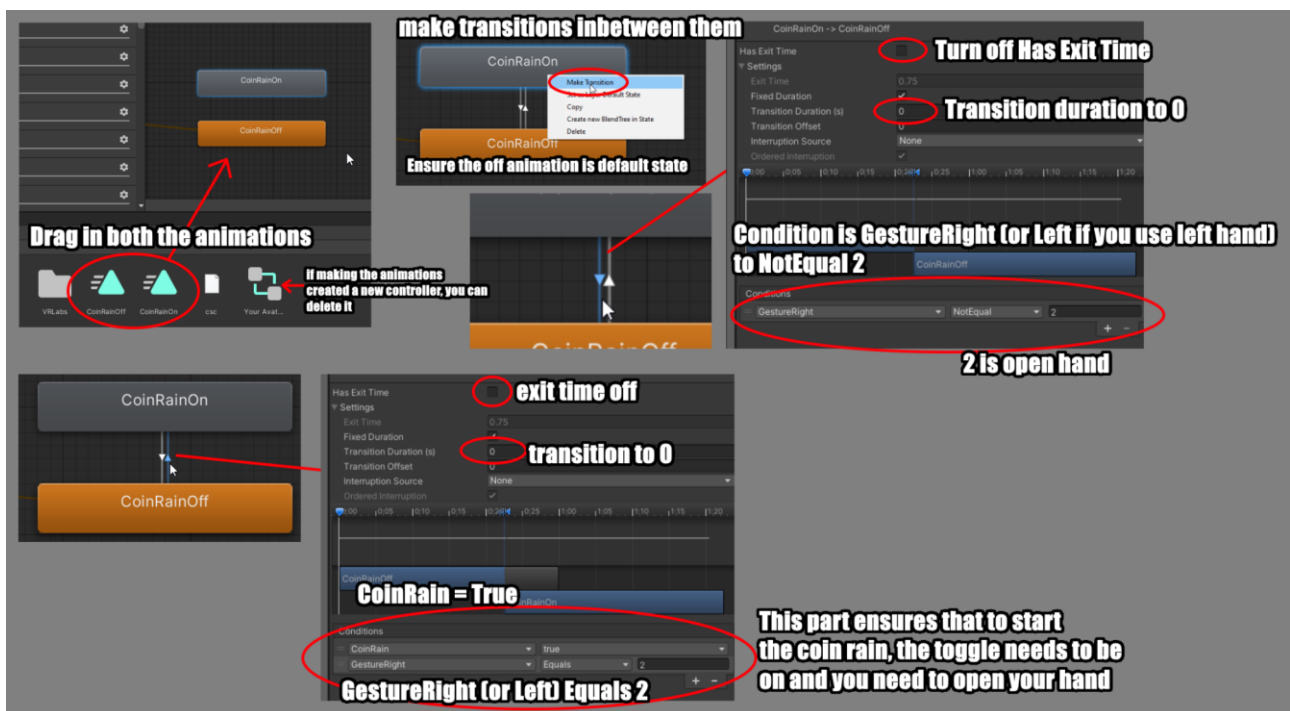
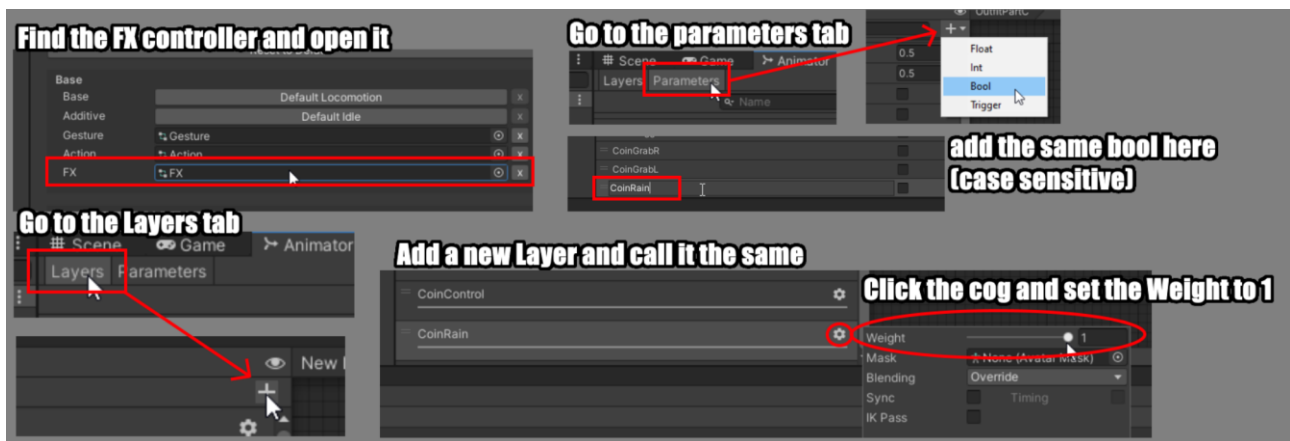


*If your avatar is still in the preview state, click the “Preview” button to return it back to the normal T-pose state.



Step 3 – Parameters and Layers





Step 4 – Menu

The screenshot shows the Unity Hierarchy and Hierarchy Inspector panels. In the Hierarchy panel, the 'Your Avatar' object is selected, and the 'Main Menu - F (VRCExpressionsMenu)' is highlighted in the 'Expressions' list. A red arrow points from the 'Main Menu - F (VRCExpressionsMenu)' to the 'Add Control' button in the 'Coin' object's 'Add Control' button. The Hierarchy Inspector panel shows the 'Coin Rain' toggle control, which is a 'Toggle' type. The 'Name' is 'Coin Rain', the 'Icon' is 'Item_wand', and the 'Type' is 'Toggle'. The 'Parameter' is 'CoinRain, Bool' and the 'CoinRain' value is set to 'CoinRain'.

Find the Main Menu

Add Control and create the Toggle for your coin rain to activate

That's it :) you now created your own coin rain toggle where you need to open your hand to spew a rain of money

You can now upload your avatar.