

Documentation: Humanoid Robot Avatars - Mecanim Compatible



Thank you for purchasing my Robot avatars. When I create characters, I like to put as much detail and love into them as possible. If you have any technical problems with the avatars, please contact me: theswitchboard@protonmail.com

Prefabs: LB3D/Robototron/Prefabs/Frame

The standard base prefab can be found in **LB3D/Robototron/Prefabs/Frame**. The variants can be found in **LB3D/Robototron/Prefabs/Frame/Variants**.

If you wish to make alterations that affect all the avatars, then apply the changes to the prefab in the Frame folder. Of course, you should branch any changes you make, keeping a non-destructive workflow.

Using with Mixamo:

See this folder: **/LB3D/Robototron/Animation**

Use the **Animation-Base** FBX file for mixamo integration. I've tested the compatibility already, and you can see the avatar in action on some tests here:

https://www.youtube.com/watch?v=5ezzIQK_VDY&t=8s

Need help on the process? My other avatar video shows a similar workflow:

<https://www.youtube.com/watch?v=n1qxl72fAMs&t=20s>

Using with VRChat and Similar Applications:

If you wish to use this with the [VRChat Creator Companion](#) then you are most of the way there already. You will have to delete the LODs and non-essential features of the avatars. This is an easy process since the robot avatars utilize a standard avatar and have decent human proportions. More here: <https://creators.vrchat.com/avatars/creating-your-first-avatar/>