

The biggest request we've received since building the custom avatar feature for VrChat is the addition of custom rooms to hang out in.

And yes, the time to announce that we got 'em.

This process is quite similar to that of the custom avatar process. You still need Unity Pro and you still need some familiarity with game-dev terms and tools. Let us begin!

1. Open Unity and import or build an environment to use as your custom room. Remember that one game unit is one meter. So most characters are less than 2 units tall.
2. Test to make sure your room has collision information. You want to be sure that you don't fall through the floor and you can't fall off the edges of the world. A simple way to test this is to place a unity "Character Controller" object at the place you want players to spawn and run your level. Move around the environment and see if you can climb out over walls, etc. Don't forget to delete your Character Controller from the scene when your level is done.
3. Parent every element of your scene to a single root object. To do this, create a new empty GameObject and rename it "CustomRoot". It should be placed at 0,0,0. Drag any scene elements you want to be part of your level onto this new root object.
4. Download this [SceneDescriptor.cs](#) file and drag it into your unity project folder. Then add this file to your CustomRoot game object.
5. Adjust the "Spawn" location in the SceneDescriptor component of your Root GameObject to indicate where you would like players who enter the level to appear.
6. Select the root object in the scene view and select VrChat->Build Custom Scene From Selection from the menus.
7. Save your asset somewhere and upload it to a shared directory. Also upload a [crossdomain.xml](#) file. If you already have a crossdomain XML file in your upload directory because you've already built a custom character, that will do.

FAQ:

- Once I get into the level I fall through the floor

- put a box collider under your floor and scale it up to cover the whole area of your room. make sure to also put walls around the floor so you can't walk off the edge
- There's a long pause for the person trying to enter the level.
 - This is the amount of time it takes for the level to download from the web.
- Only part of my room is present
 - make sure you have moved all of the pieces of your room under a single root object, and that root object is selected when you export.