

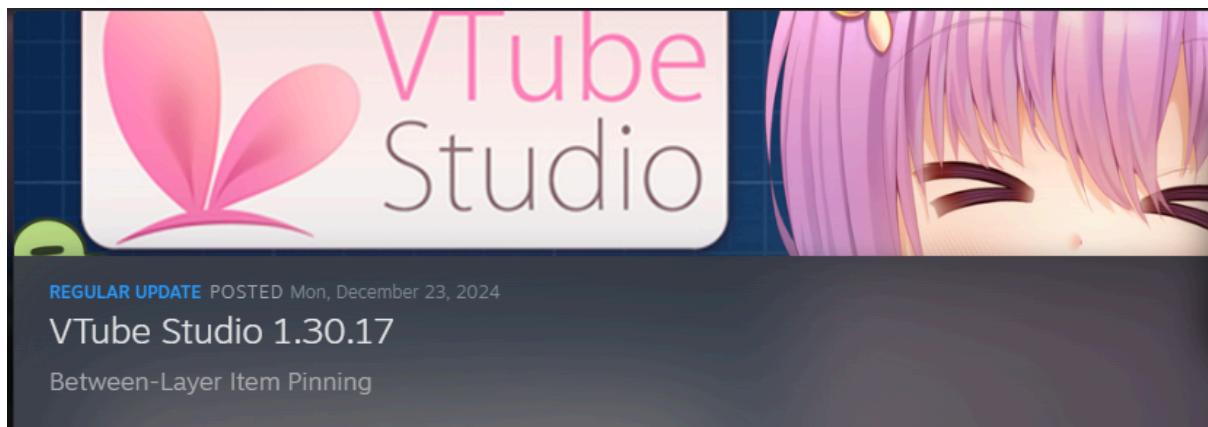


Customizable Vtuber Pony Manual

This is an introductory manual for you to easily setup your customizable Pony Vtuber!

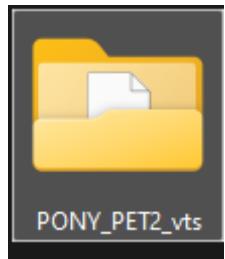
Note: Model can be updated. If you find any bugs or have any suggestions please report them to: [@moondara_art](#) on (X)

1. Which program is needed?



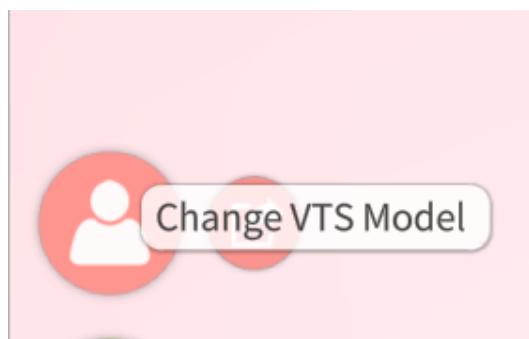
we'll be using "**Vtube Studio**" to run our model's file.
You can find Vtube Studio on **Steam**.

2. How to install?



Inside the Zip file, you'll find this folder named “Pony_Pet_vts”
this is the Live2D file we will be installing.

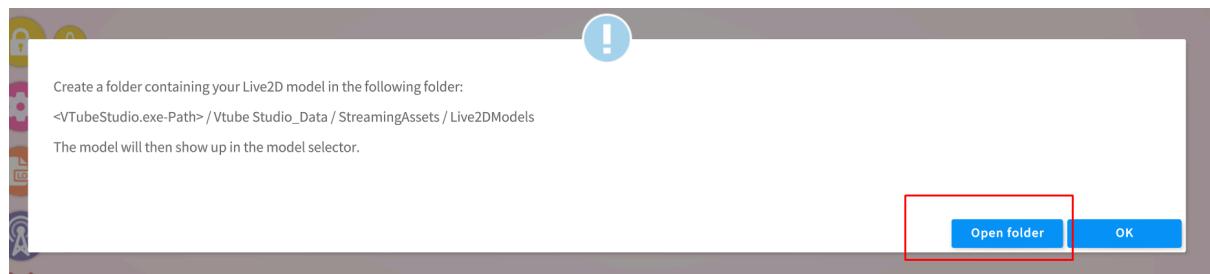
> Open up Vtube studio



Click on the red icon “Change VTS Model”



Click on “Import your own model”



The following menu will pop up.

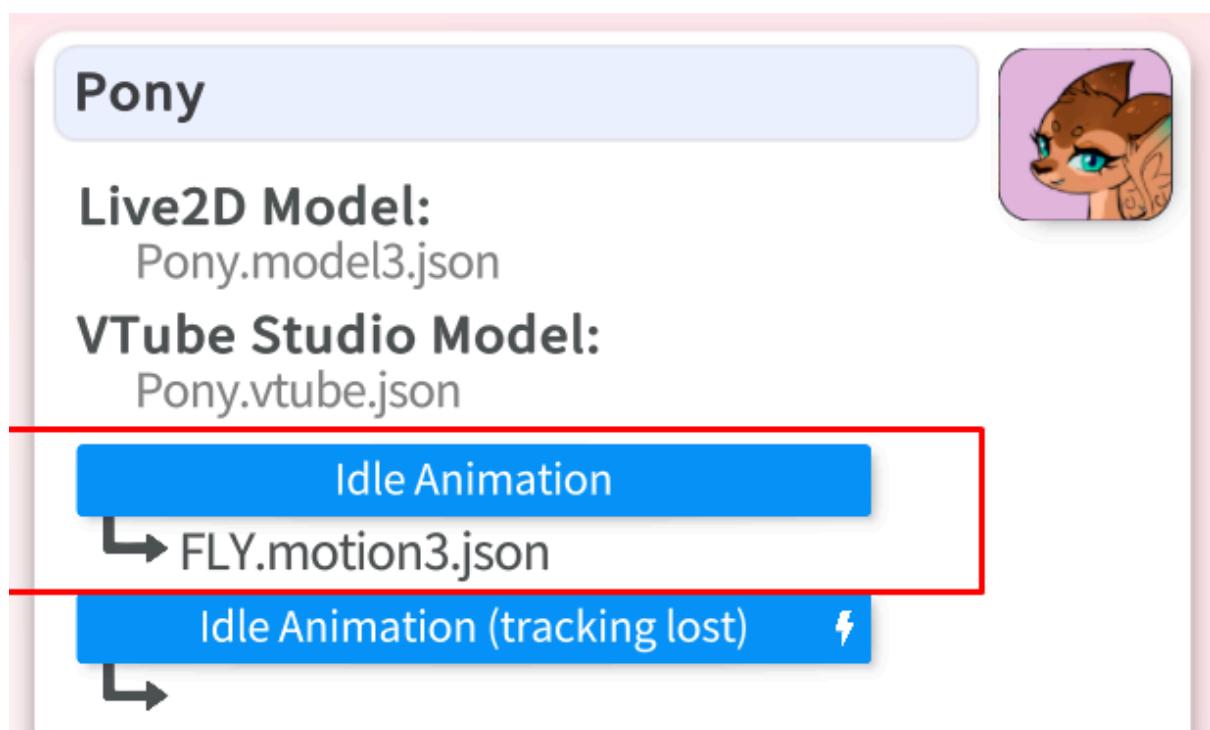
Click on “Open folder and it’ll take you to the following route”

C:/Steam/steamapps/common/VtubeStudio/VtubeStudio_Data/StreamingAssets/Live2DModels

Just copy the “**Pony_Pet_vts**” folder into the “**Streaming Assets folder**” that Vtube Studio opened up. The model should now appear on Vtube Studio’s model selection. Select the model and Set it up to your liking!

You can also use the “Vtuber Setup Tutorial” PDF included for additional setup help.

Flying Motion Activate

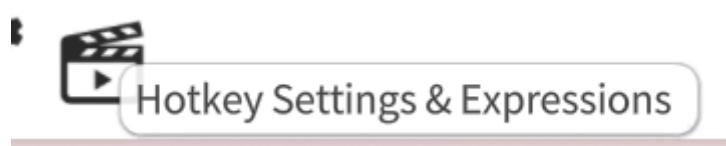


Before starting, please select the “Fly.motion3.json” file on Idle animation so that the wings motion run correctly!

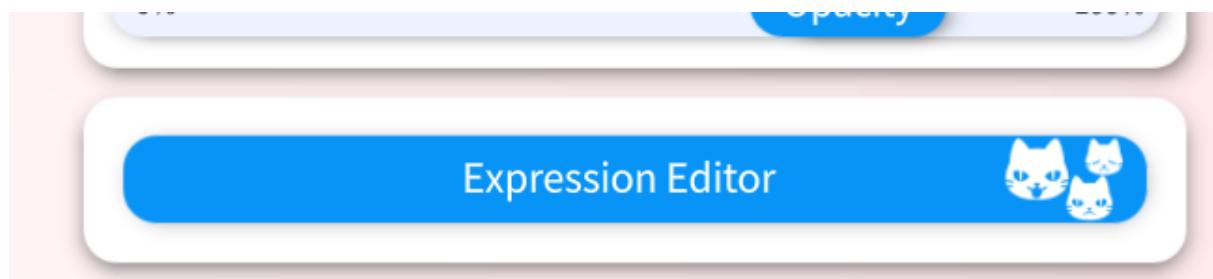
Customizing your pony

We'll be using 2 main tools:
Expression editor and Art Mesh coloring

To use the expression editor:



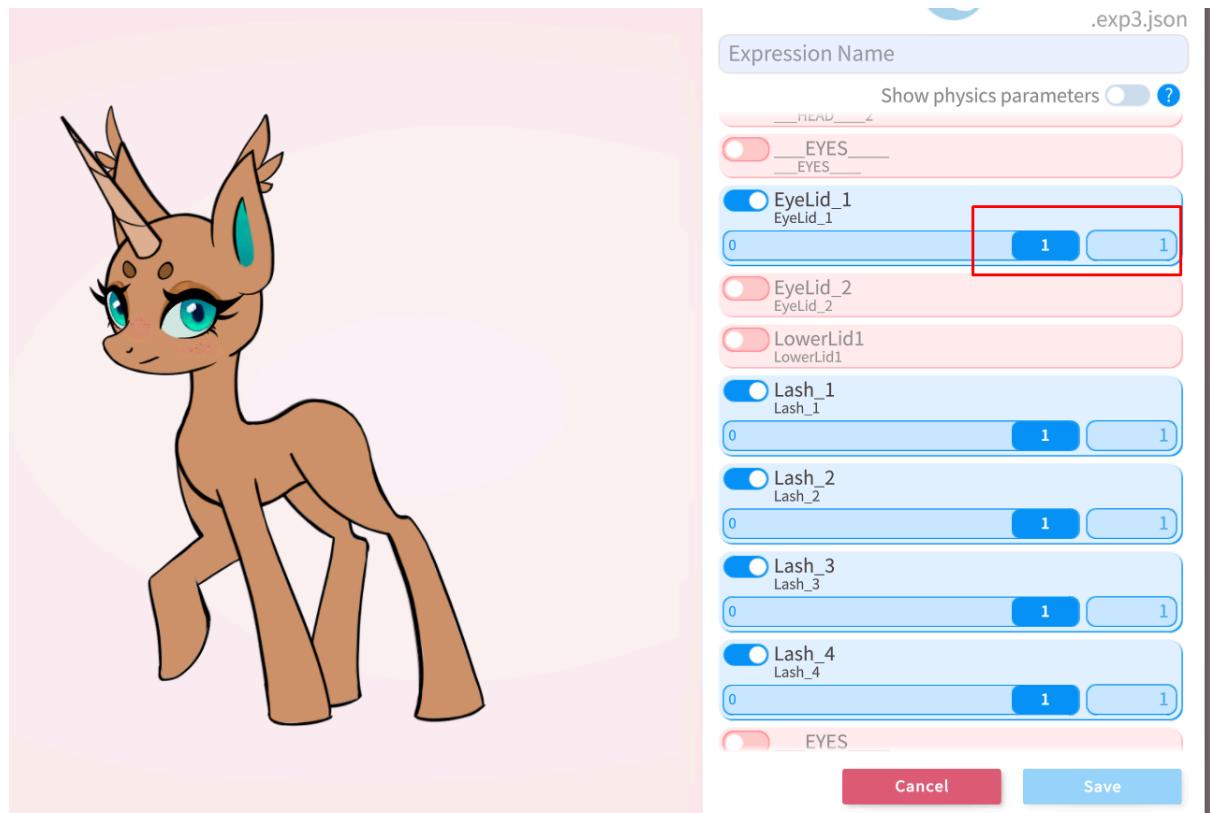
Select this icon



Then go into “Expression Editor”



Select “Create new expression”



Then, toggle on the options to your likings. Make sure to use complete numbers only and always place the complete “1” number on the toggle. Otherwise you’ll get the wrong opacity for each part.

Current list of customizable toggles:

Lashes



Ears



Head Patterns



Horns



Bangs



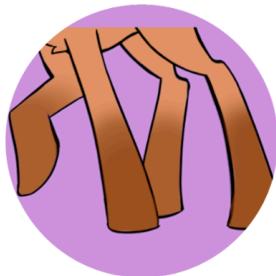
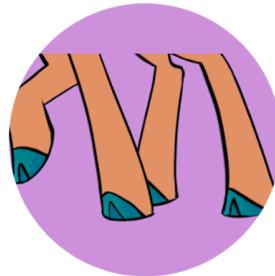
Sides



Body Patterns



Hooves



Wings

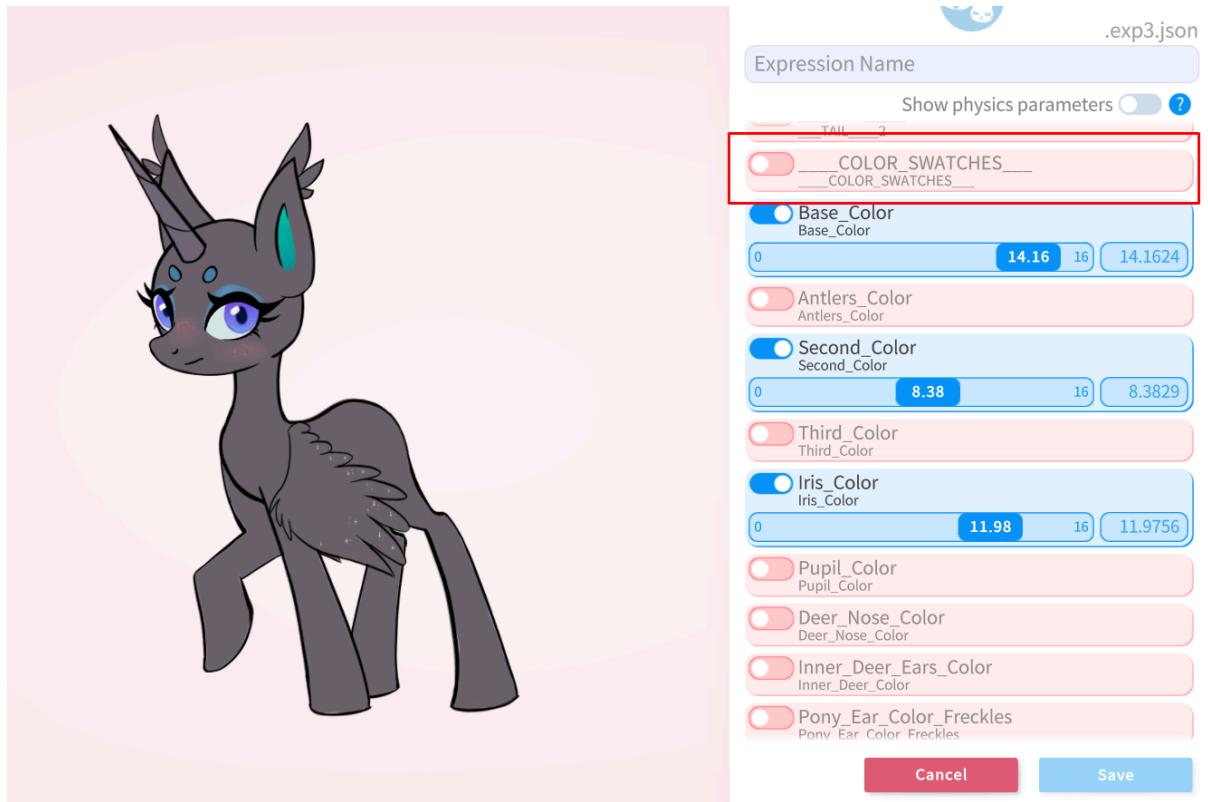


Tails



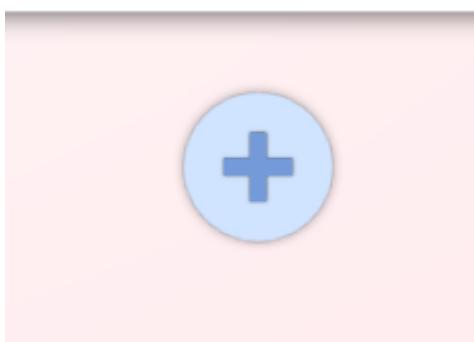
Color Customization

You can use the Expression editor to change colors



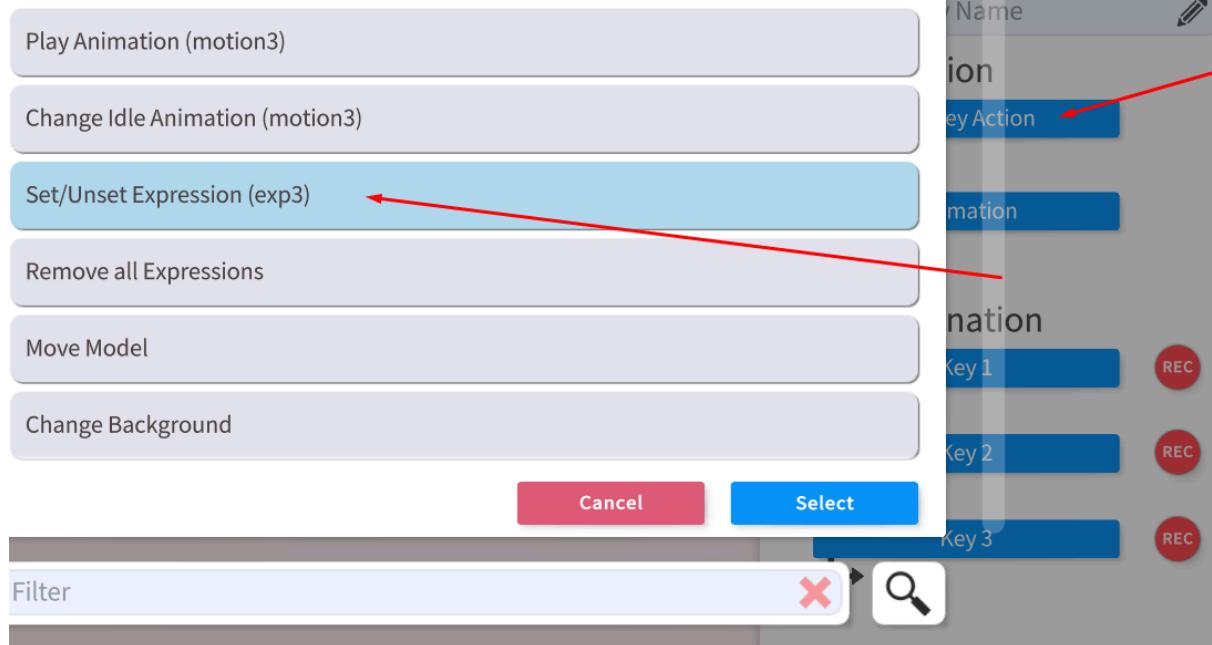
You can find some basic color swatches under the “Color Swatches” parameter. Just slide the bar until you find a color of your liking.

Then, you can save your preferences on the editor by naming your expression file and clicking the “Save” Button.



To view your saved preferences, click on this button.

Please select the hotkey action.



Then, on “Hotkey Action”, select the “Set/Unset Expression” Option

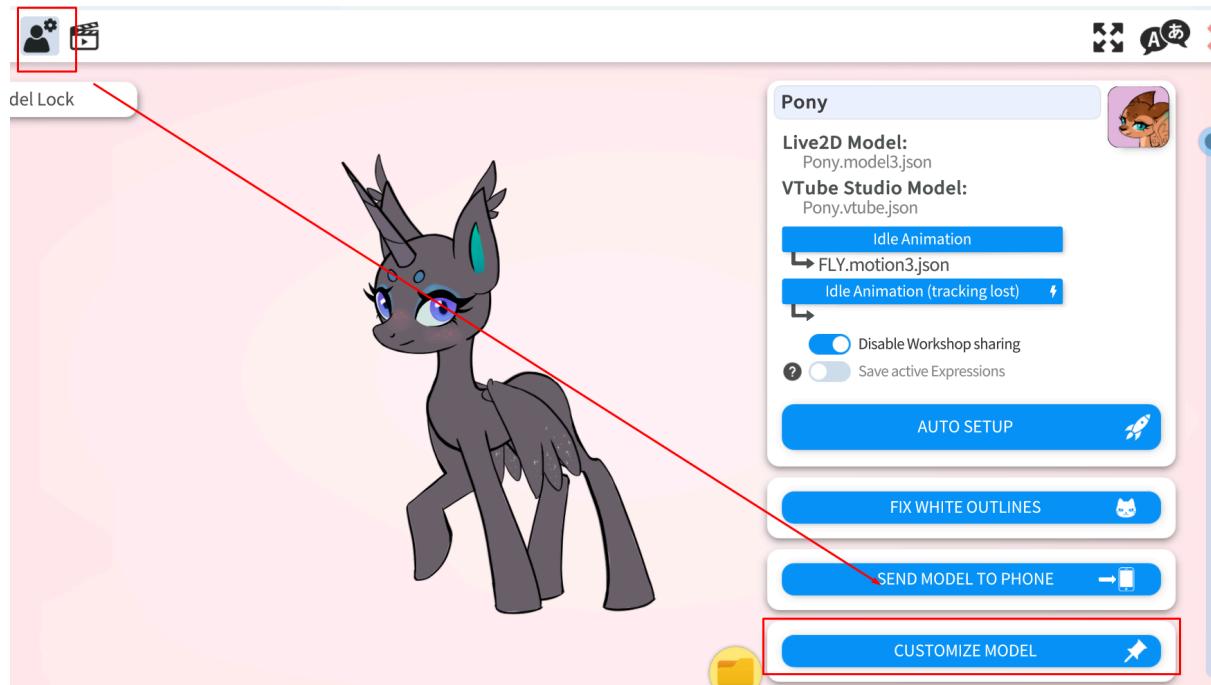
Expression
↳ Pony 1 Deer.exp3.json

Key Combination

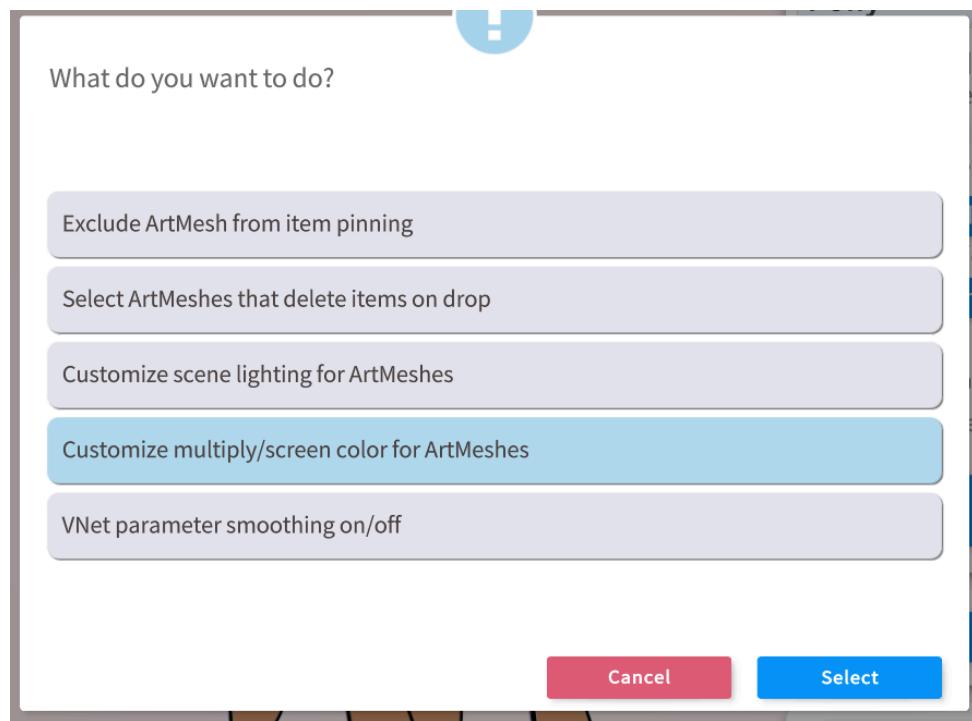
Key 1 REC
↳

Then, on “Expression”, select the created Expression. And choose a keyboard key to activate it!

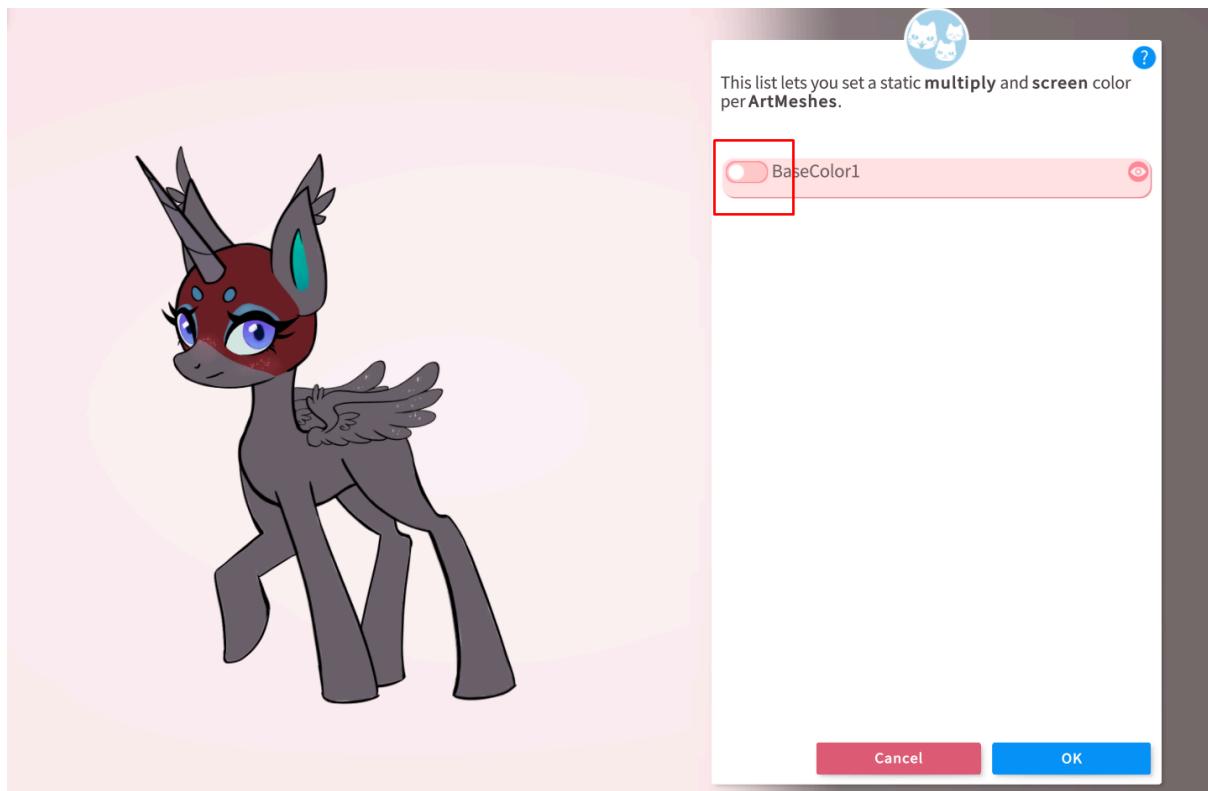
Need More Color Customization?



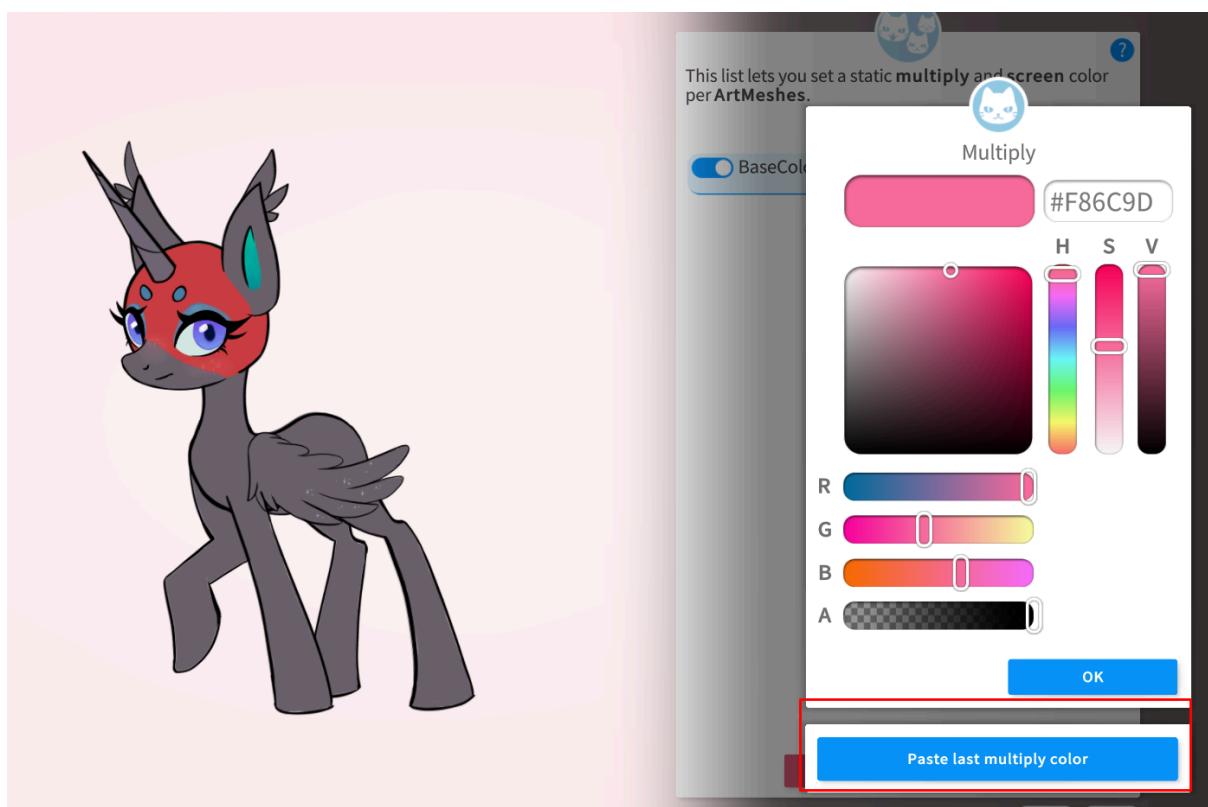
Click on Model settings on the upper corner and then select the “Customize model Option”



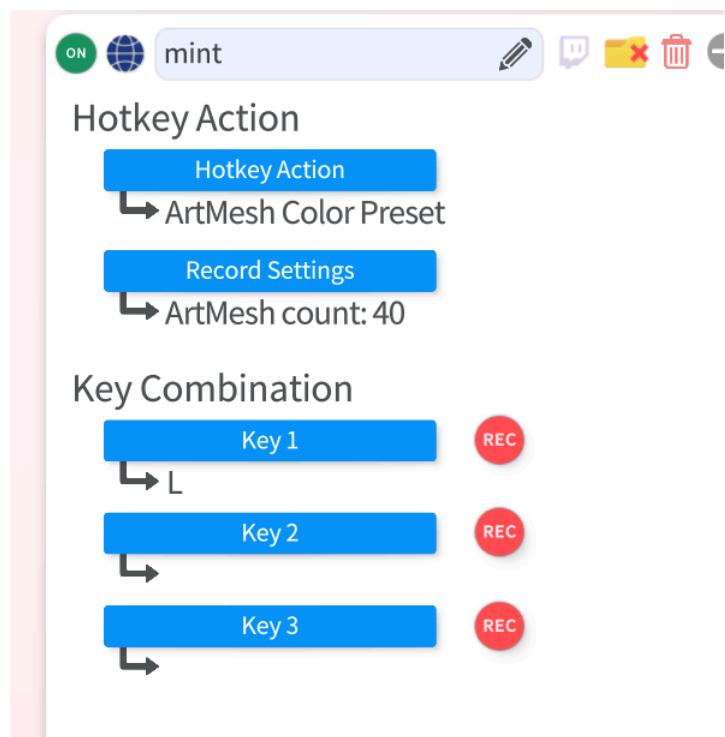
Select “Customize Multiply/Screen” colors



You will now be able to select any layer of your pony, click on it and toggle on the selected option.



You can now use “multiply and Screen” to change meshes into your desired colors! You can also use the “Paste last multiply color” if you’re changing several meshes!.



To save your color settings, go to the expression menu and select “ArtMesh Color Preset” as your Hotkey Action and Record settings.

Important note about Open wings!

Open Wings work using “Frame by Frame animation”, therefore, extra custom colors using the “Color customization feature” in Vtube Studio won’t work, since only one of the 16 frames used will be colored. Please use the color swatch on the expression editor to change the open wing color. If you have additional color suggestions for the swatch please report them to:

@moondara_art on (x)



This concludes the Manual!

Have fun customizing your model!

**Use it as a Vtuber or Twitch chat pet! You can find the rigging
parameters just below the color swatches.**

For any additional questions contact me via X @moondara.art

Have fun!