

How to add the fishnet set to your avatar.

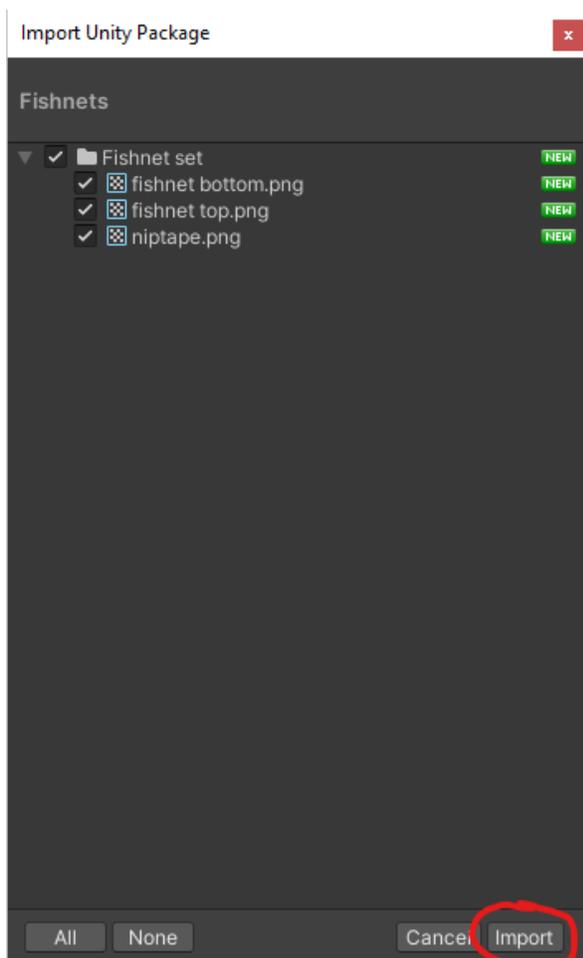
Step 1: Prerequisites

Make sure you have already imported first the VRCSDK and poi-yomi shaders to unity.

Then, import your nardoragon into the project, and put the prefab into the scene.

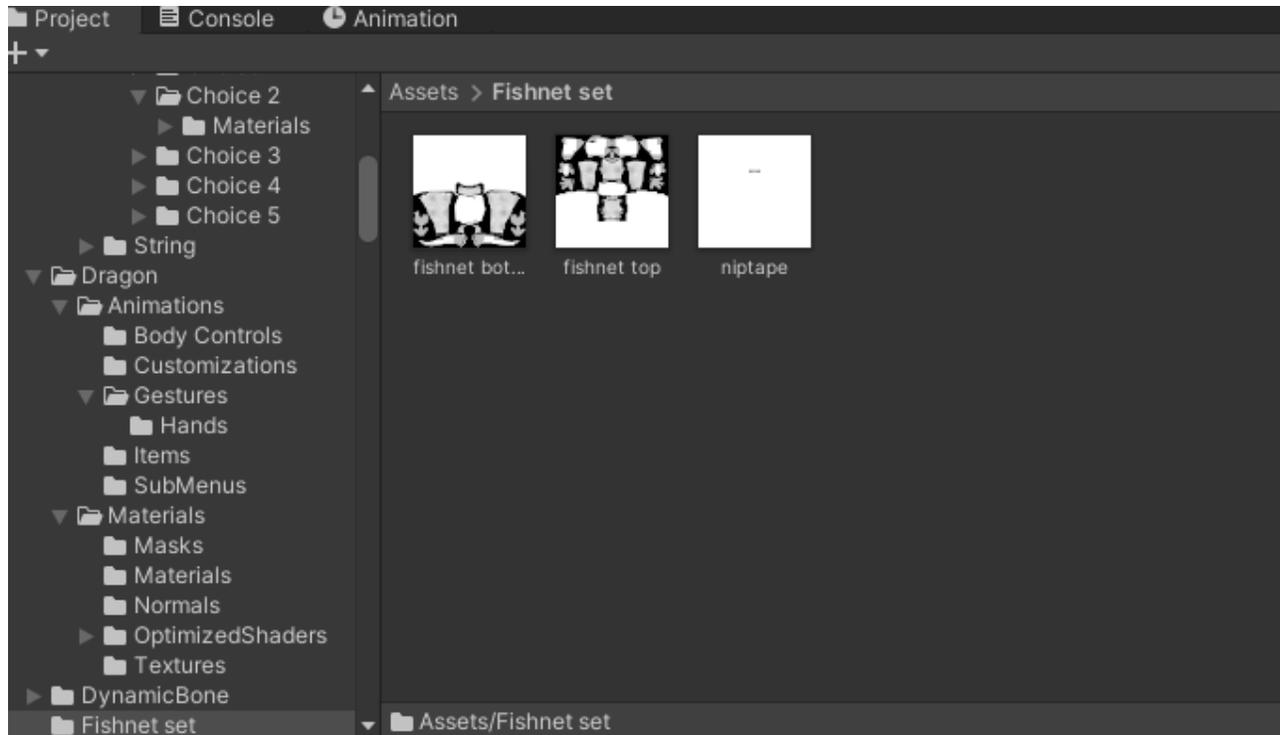
Apply the body texture you wish to use to the model in poi-yomi.

Then, import the fishnet set into the project by double-clicking the unity package, and then clicking import in the unity prompt.

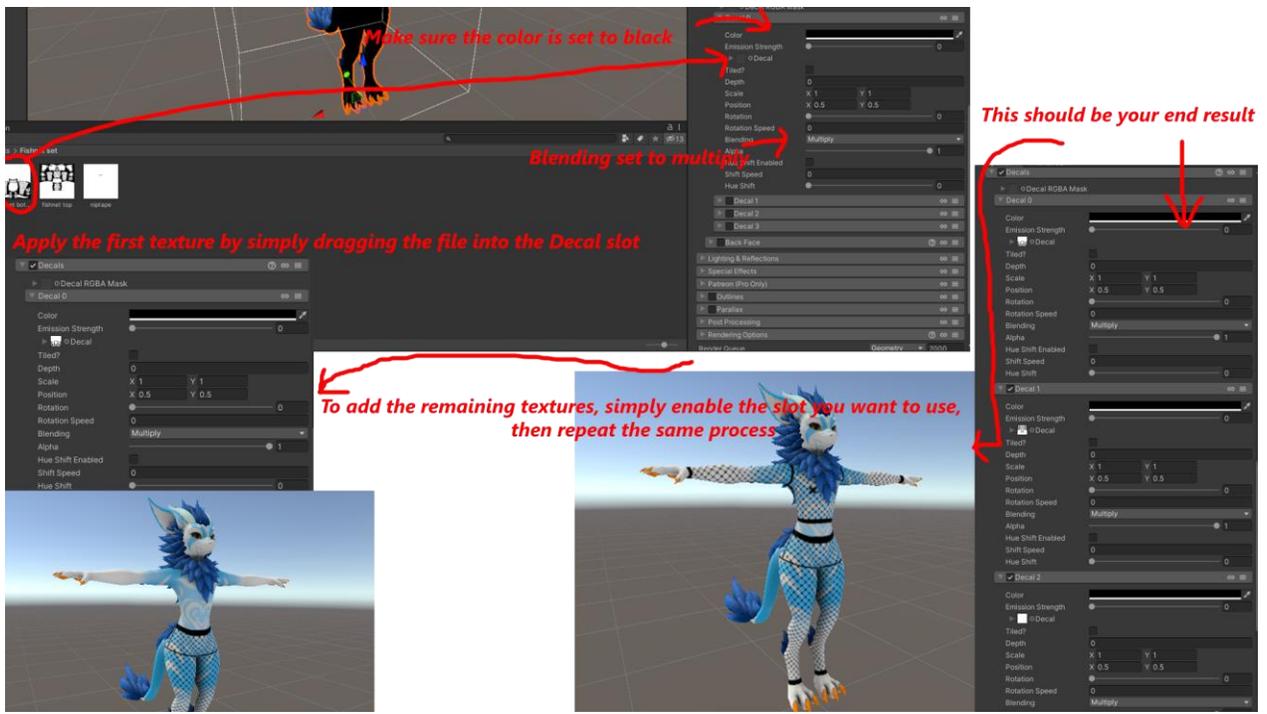
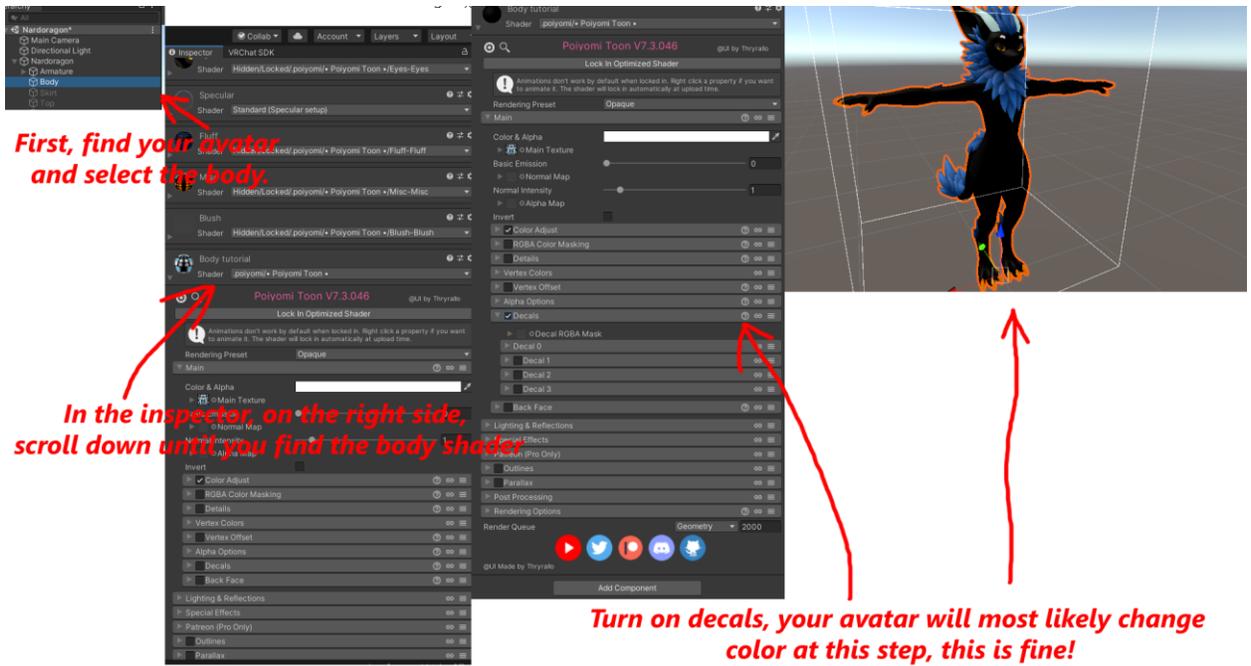


Step 2: Applying the decals

Once imported, you should see this:



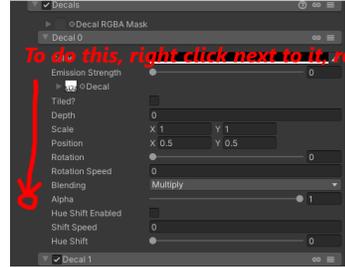
The next step is to apply them to your avatar.



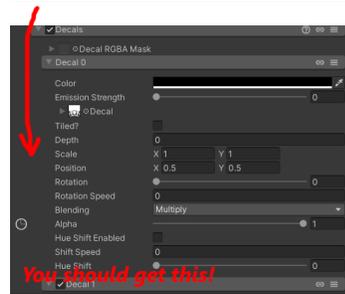
If you simply wanted to add them to your avatar, that is it!

Step 3: Toggles

First, we need to make sure the alpha value can be animated when the shader is locked in

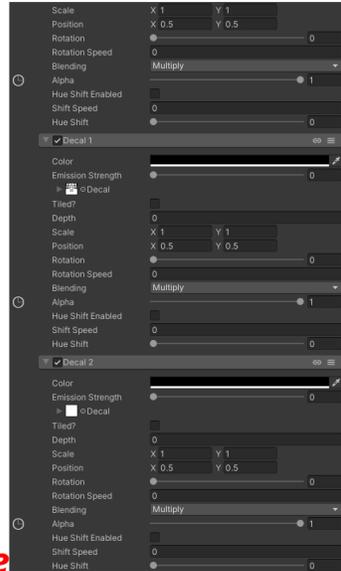


To do this, right click next to it, roughly here



You should get this!

Repeat this step for all the activated decal slots!



It should look like this

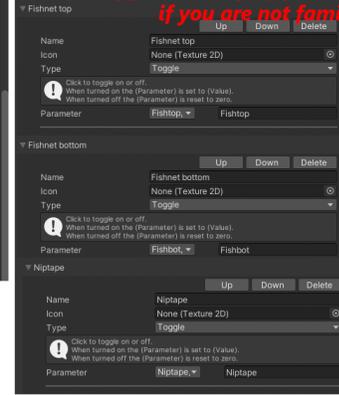
After this, you need to set up your avatar parameters, for this you will need to add 3 bool-s.



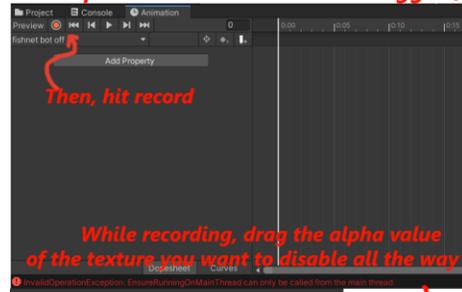
They can be named anything, I was fairly lazy with my names ^^

Then, make sure you set up toggles in your menus, toggling said parameters.

These work the same as normal toggles for models, i suggest looking up youtube tutorials if you are not familiar

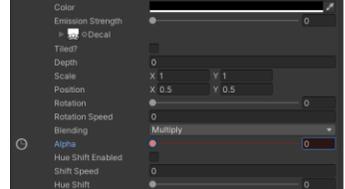


Next up we need to animate the toggles, first, make a new animation clip just like usual

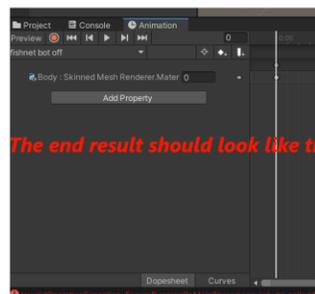


Then, hit record

While recording, drag the alpha value of the texture you want to disable all the way to 0

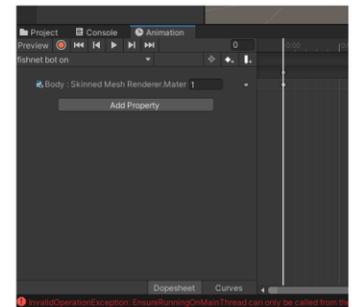


Then make sure you stop recording, and disable the animation preview to not break your avatar.



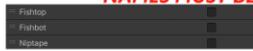
The end result should look like this

Now, make another animation, and do the same, except the alpha should be set to 1



Now, follow the same steps for all the textures you would like to toggle.

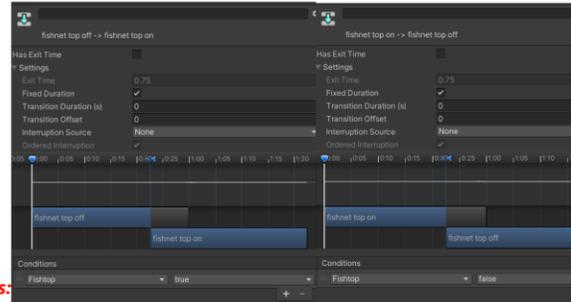
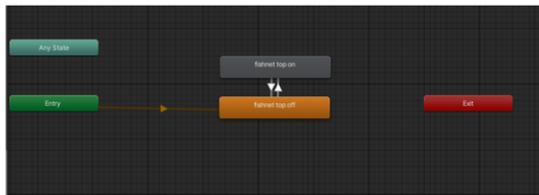
Now go into the FX layer of your avatar, open the parameters menu and add the same parameters from earlier **NAMES MUST BE THE SAME, CASE SENSITIVE**



Make layers for every toggle, name them as you wish and make sure to set the layer weight to 100



Drag the animations for the corresponding layer into said layer, then right click and add transitions between them, it should look like this:



The transitions should be set up like this ^^

Repeat the same steps for every layer, make sure you use the right animations and select the right parameter in the transition conditions

Your avatar is now ready to upload!