



Rascal Rabbit - DLC3 Instructions

There are a few ways to install this DLC, the guide is segmented into 2 parts. The first part covers the rubber toy look where the avatar's face, hair and tail are all rubber. The second part covers the clothing items that are included with this DLC

For users who make custom textures for this pack:

Since Rascal Update 4 and DLC3 Update 1, the asymmetrical UVs have changed. The SPP file no longer exports appropriate textures. Please read "Updating From Old Versions.pdf" from the base model's folder, it'll teach you how to convert the unusable SPP textures to new ones. A file called "DLC3 update conversion kit" is included in the Image Texture folder. Use this file instead of the file supplied in the base model folder.

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Full Encase Rubber Toy

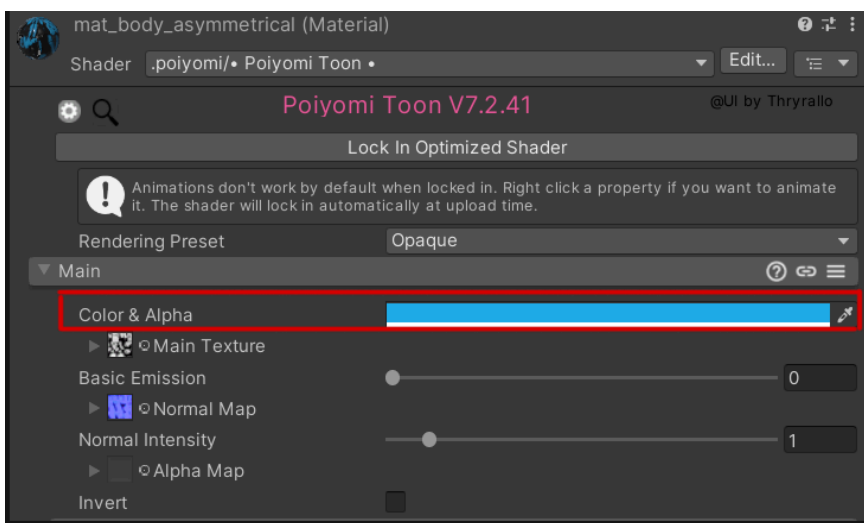
Method 1 : Using the Included Prefab (recommended)

1. Import the included Unity package.
2. In the project window, navigate to “DLC3_slick+squeak/prefab_toyBun”, drag and drop the prefab you want to use into the scene.

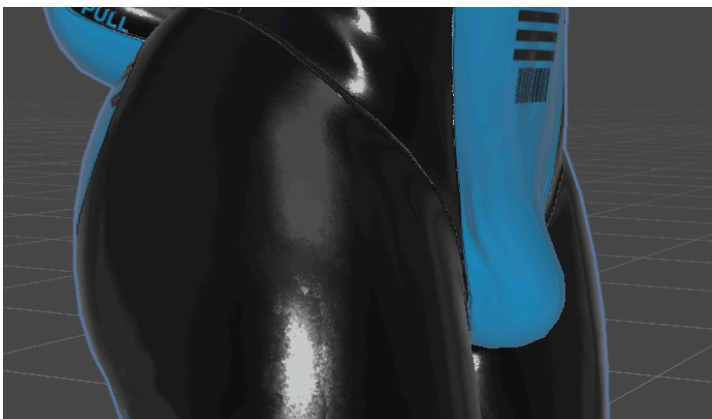


The prefab structure might look a bit strange to you, that's because it's a nested prefab and it instances the asymmetrical prefab from the base model. The unusual structure doesn't affect anything though.

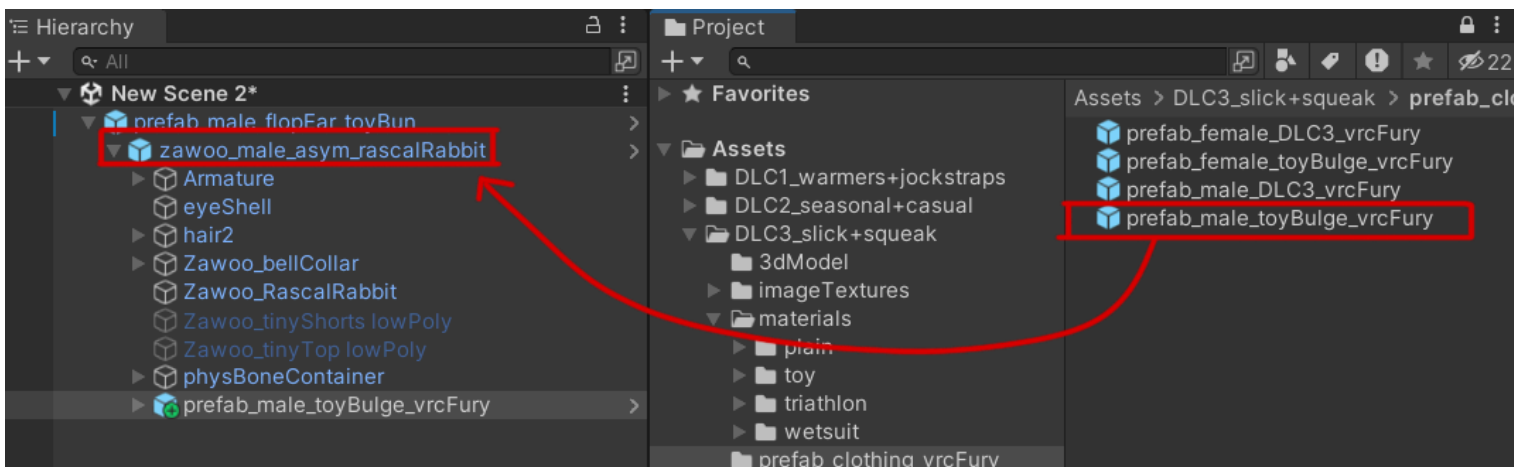
3. If you want to change the color, you can do so by finding the material in “DLC3_slick+squeak/material /toy” and clicking on the colored box next to the label “Color & Alpha” in the material setting.



4. If you want to add a bulge, **and you have the Unity plugin VRCFury installed**, continue with the following steps. If you don't have VRCFury, you can wear the skin tight suit (full) and apply mat_body_asymmetric to the suit. You can read the “Included Clothing Items -> Install manually” section of this guide for details on how to do that.



5. Go to “DLC3_slick+squeak/prefab_clothing_vrcFury” and drag “prefab_(fe)male_toyBulge_vrcFury” into the root gameobject of the avatar. Make sure you drag it into the right object, or it won't show up in game.

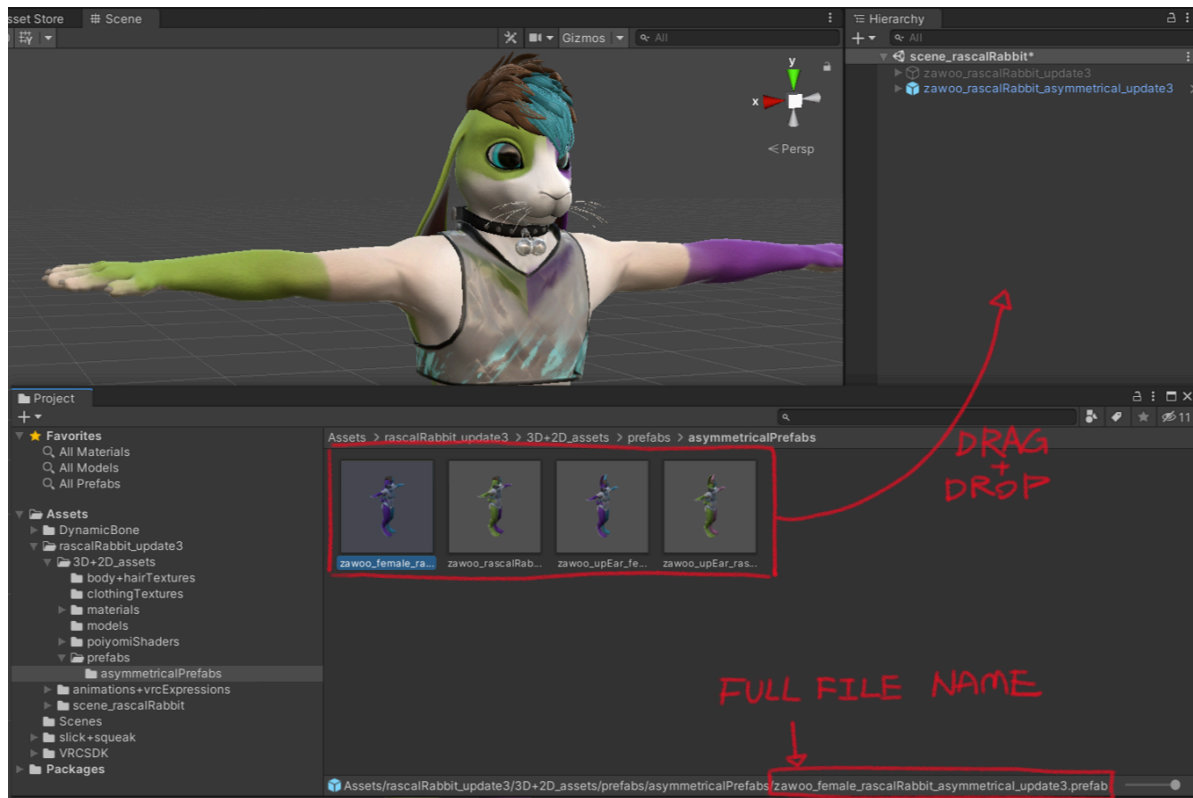


And that's it!

Method 2 : Modifying an Existing Avatar (niche use case)

1. Import the unity package.
2. The mod replaces your body materials. **Asymmetric body model is needed.** If you are not using an asymmetrical body model already, you can find the prefab in "**Assets > rascalRabbit > 3D+2D_assets > prefabs > asymmetricalPrefabs**"

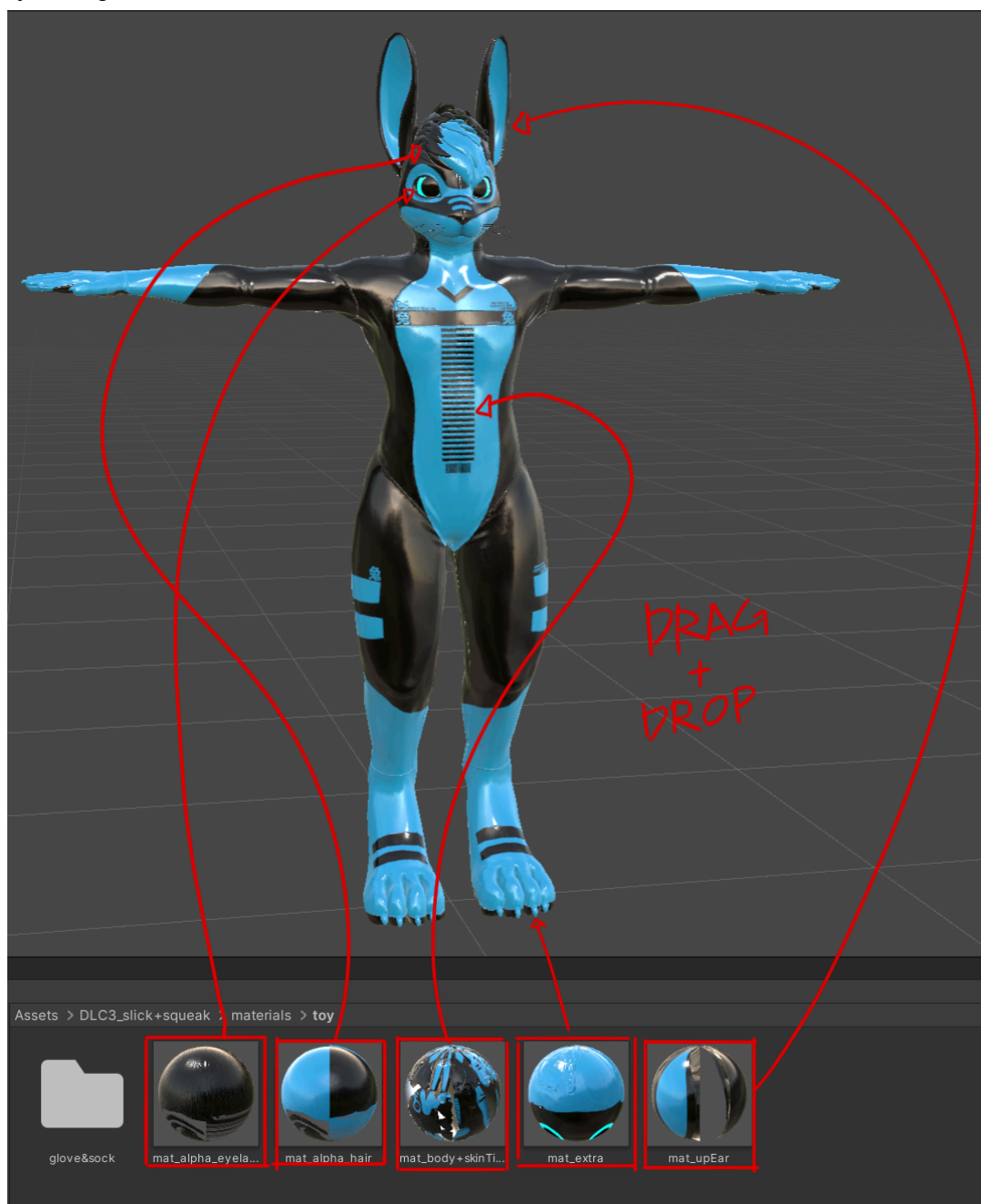
You can read the **full file name** and drag out the exact version of the bun you want to use (erect or floppy ears, male or female).



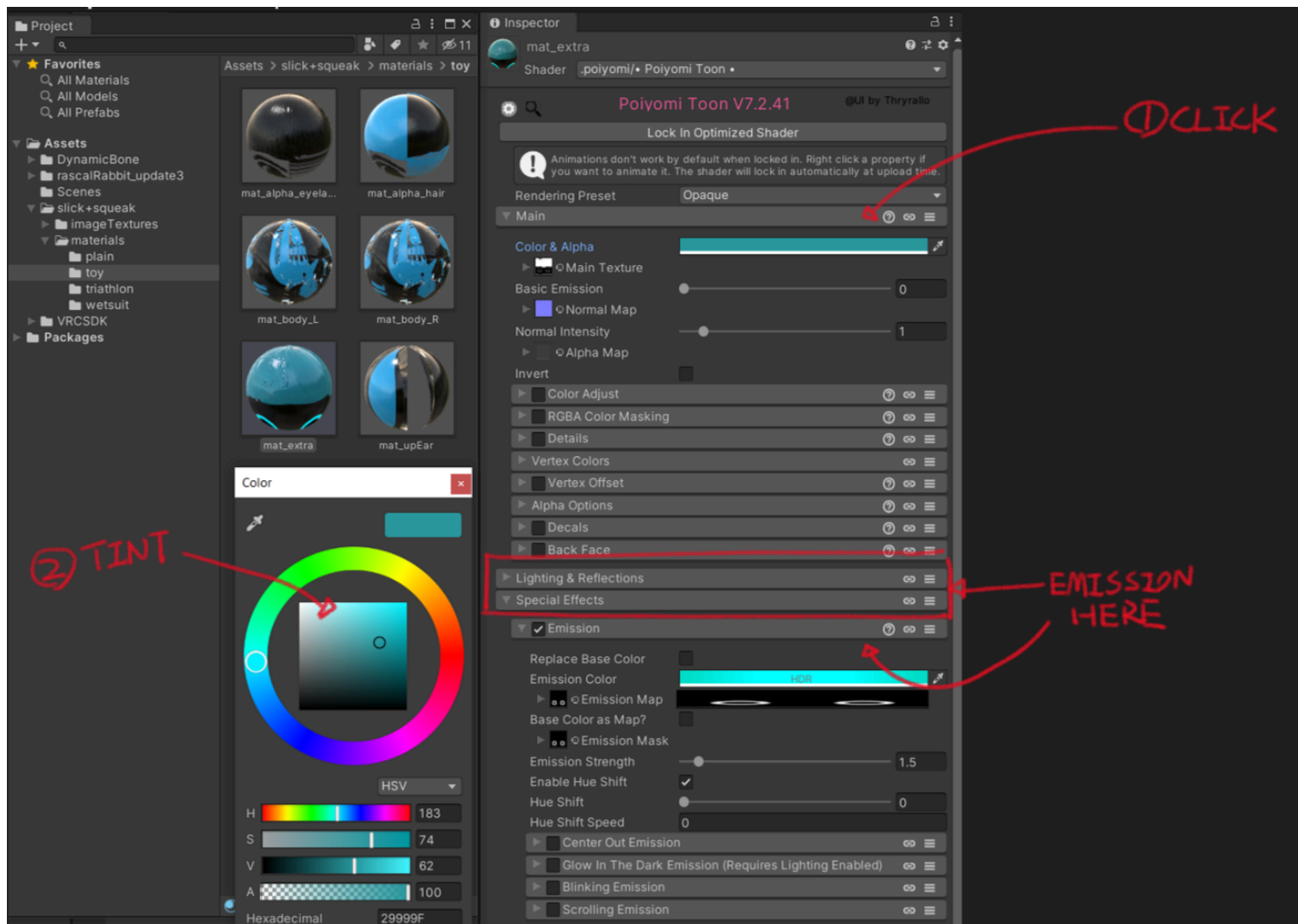
3. In the project window, navigate to "**Assets > DLC3_slick+squeak > materials**" and open either the "**plain**" or "**toy**" folder.

4. Drag **mat_upEar** onto the erect ears (if you are using erect ears), **mat_extra** onto the claws, **mat_body_asymmetrical** onto the body, **mat_alpha_hair** onto the hair, and **mat_alpha_eyelashes** to the eyelashes.

If you need to zoom in with more finesse, especially when applying the eyelashes material, you can hold down "alt + right mouse" and drag the cursor left and right.

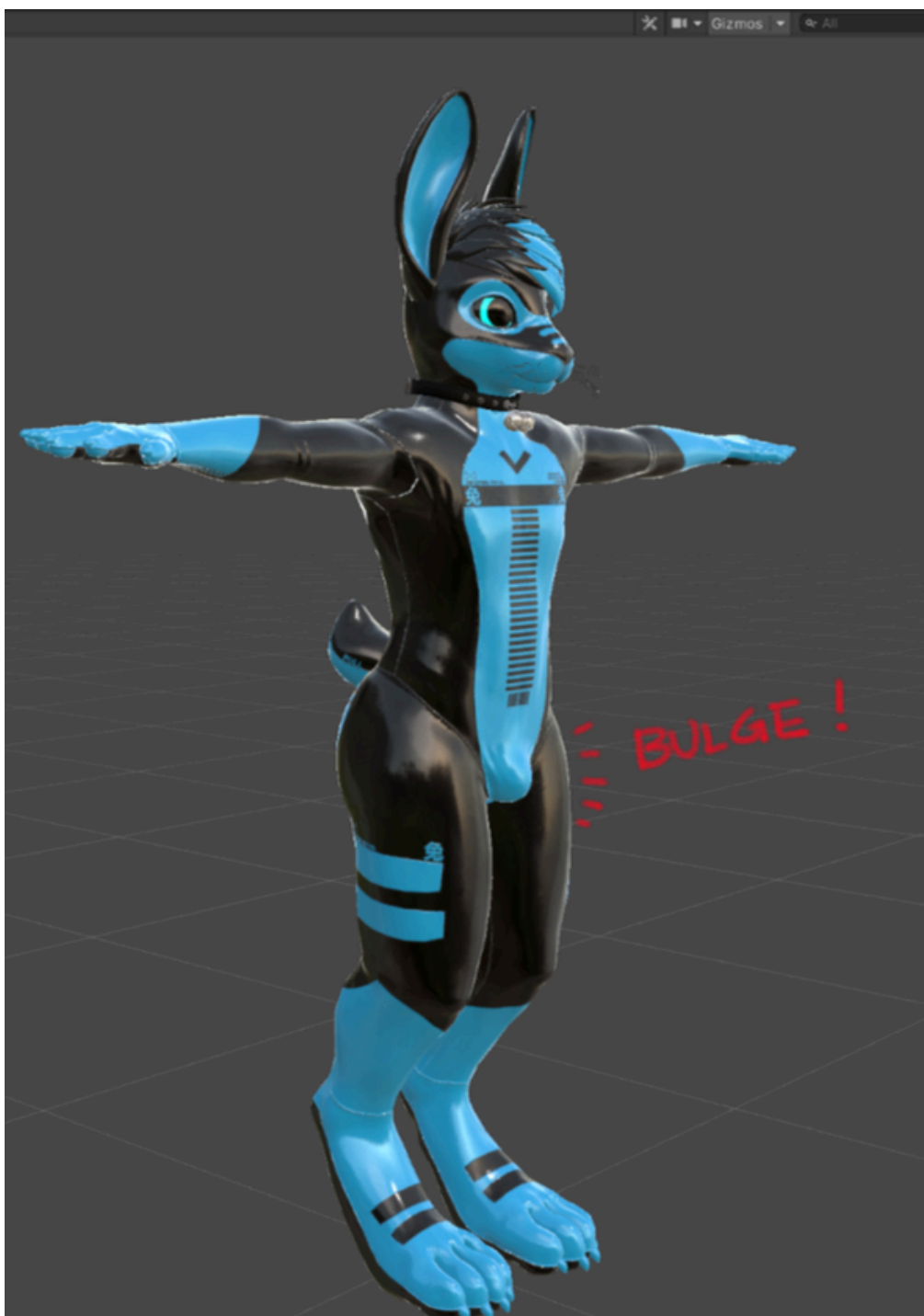


5. You can **modify the color** by selecting the material and **tint the color box in the inspector**. The emission color for the eye can be found in the **special effects** drop down menu.



6. **And that's it!** If you want a **bulge** for your rubber bun, you can wear the skin tight suit (full) and apply `mat_body_asymmetrical` to the suit, it will look **practically seamless**.

The installation process for the suit, gloves and socks is detailed in the next part.



Included clothing items

Method 1: Install with Third Party Unity Scripts. (Quick and Easy)

The Unity plugin VRCFury is required if you want to use this installation method.

As the author frequently makes improvements and changes to their script, please read their tutorial on how to install the plugin.

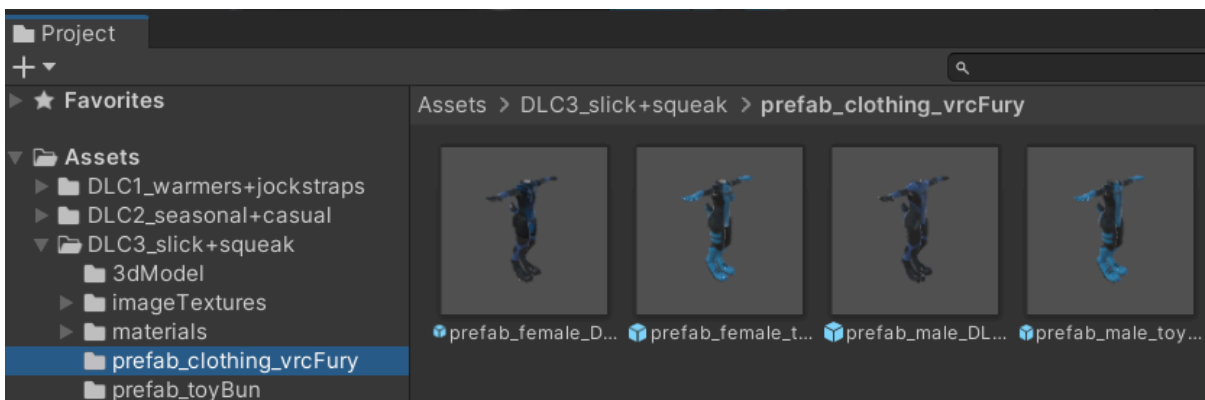
<https://vrcfury.com>

In the event that the hyperlink becomes broken in the future, please look up VRCFury on your search engine of choice.

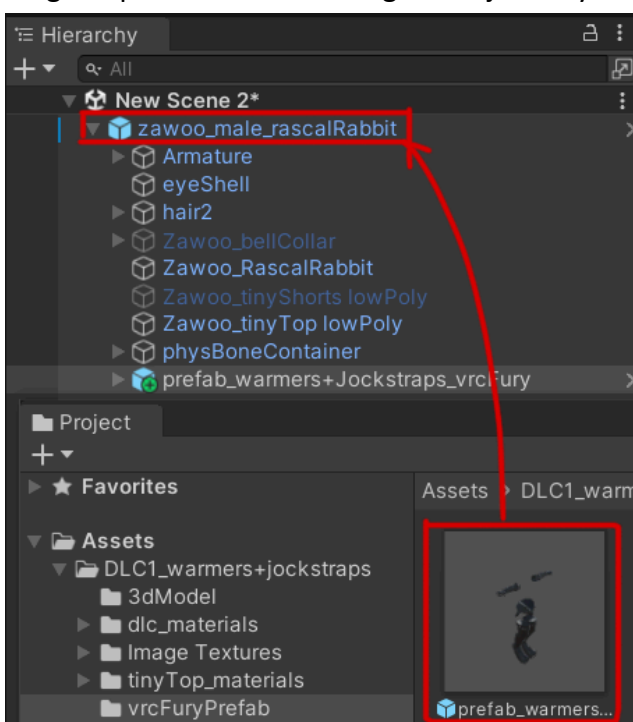
Since I am not involved in the development and distribution of 3rd party apps or scripts, I can not provide technical support or instructions for them. I also can not guarantee that they will work well, nor can I guarantee the integrity of your Unity project or the safety of your computer and personal information if you decide to use them.

Import the included Unity Package.

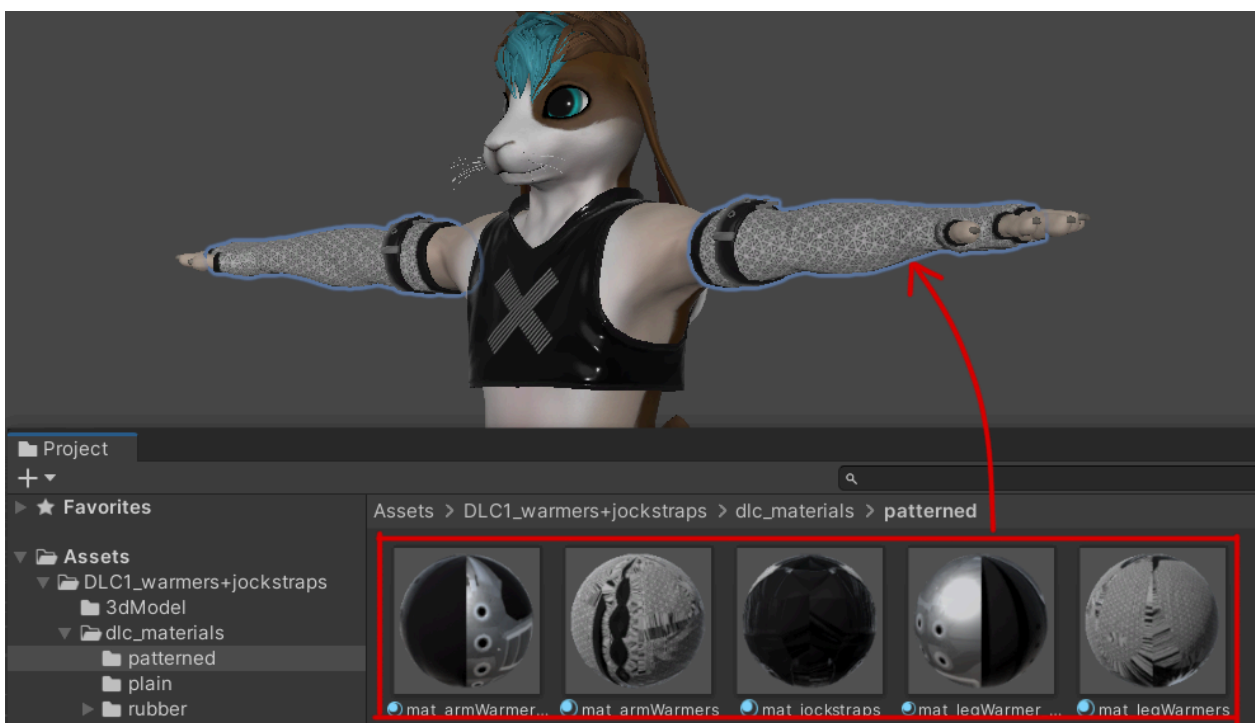
Open the folder “prefab_clothing_vrcFury”.



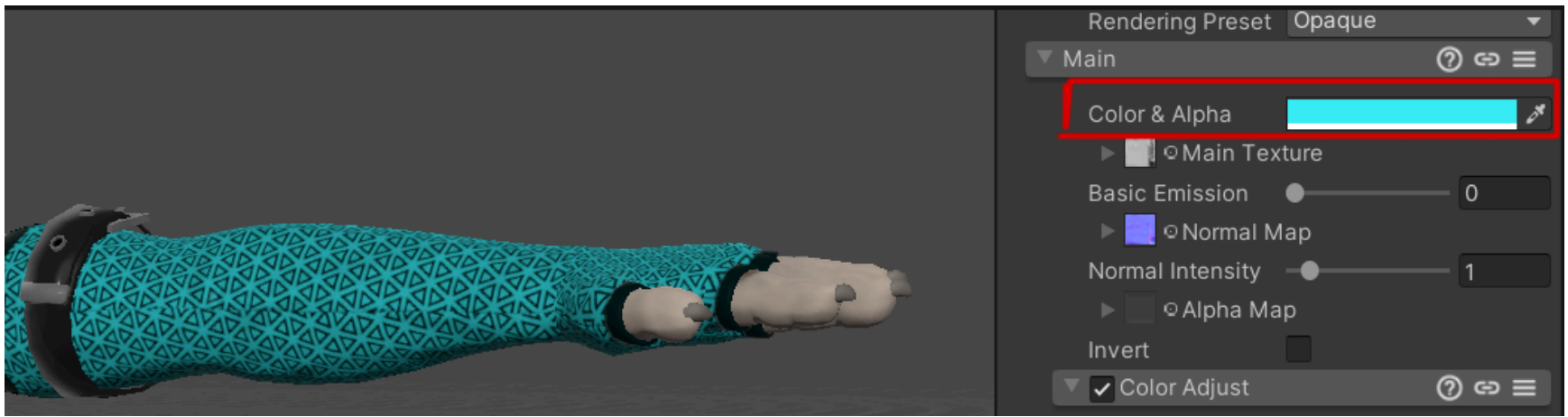
Drag the prefab into the root gameobject of your avatar.



You can find alternative materials in the “materials” folder. Drag them onto the appropriate clothing item to apply it.



(Optional) Select the material, and tint it to whatever color you like.



(Optional) Some materials already have color present, in that case you can use the “Color Adjust” feature to change color. (Mainly by using the “Hue Shift” slider.) Make sure that the box next to Color Adjust is ticked.



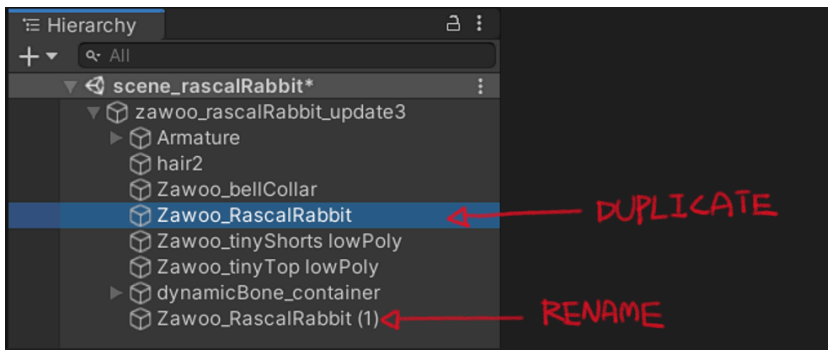
(Optional) The clothes might not fit your avatar in the scene properly. This is because your avatar has blendshapes applied. **VRCFury will adjust the appropriate blendshapes on upload to make the clothes fit properly.** If you want the clothes to fit in Unity and not just in game, select the clothing and match the blendshapes' value to your body. **(For instance: If your “shape_body_waist_thin” is 55 on your body, make your shorts’ “shape_body_waist_thin” also 55)**

There are also additional blendshapes on certain clothing items, such as making the bulge flat. Adjust them to taste.

That's it!

Method 2: Install Manually

1. Import the unity package if you haven't done so yet.
2. Duplicate (ctrl+D) the body mesh of your avatar.



3. Rename the new gameobject to something more reasonable.
4. Under the Skinned Mesh Renderer component, change the mesh to the clothing mesh you would like to wear. They have the "zawoo_" prefix. You can use the search box on the "select mesh" window to make this process easier.

The skin tight suit comes with male and female variants, match it to the version of model you're using, or some clipping will occur. You can read the full name of the mesh to make sure you're selecting the right one.

There are several meshes for you to pick and choose.

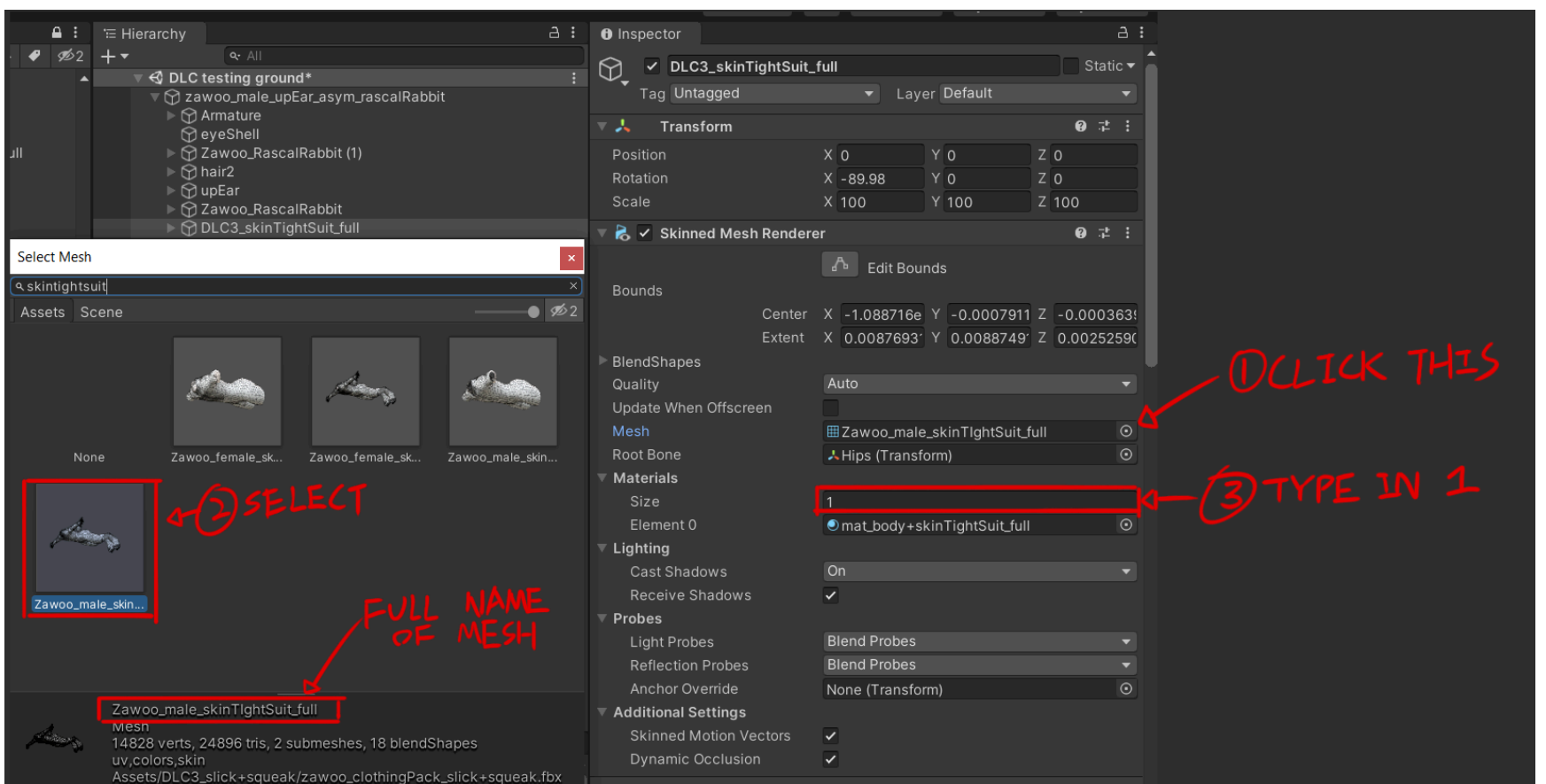
Zawoo_male/female_skinTightSuit - Short sleeves, goes down to the thighs. (meant for triathlon material)

Zawoo_male/female_skinTightSuit_full - Covers everything below the head. (meant for all material beside triathlon)

Zawoo_skinTightGloves - Long gloves that covers the hands and arms.

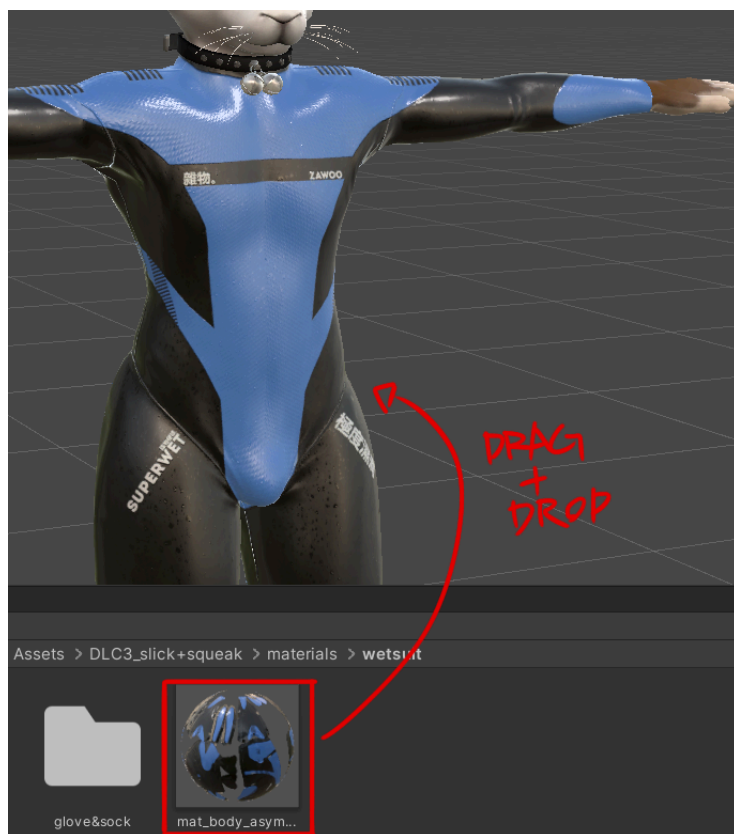
Zawoo_skinTightSocks - Long Socks that covers below the butt

5. Change the size of the material of the Skinned Mesh Renderer component to 1.



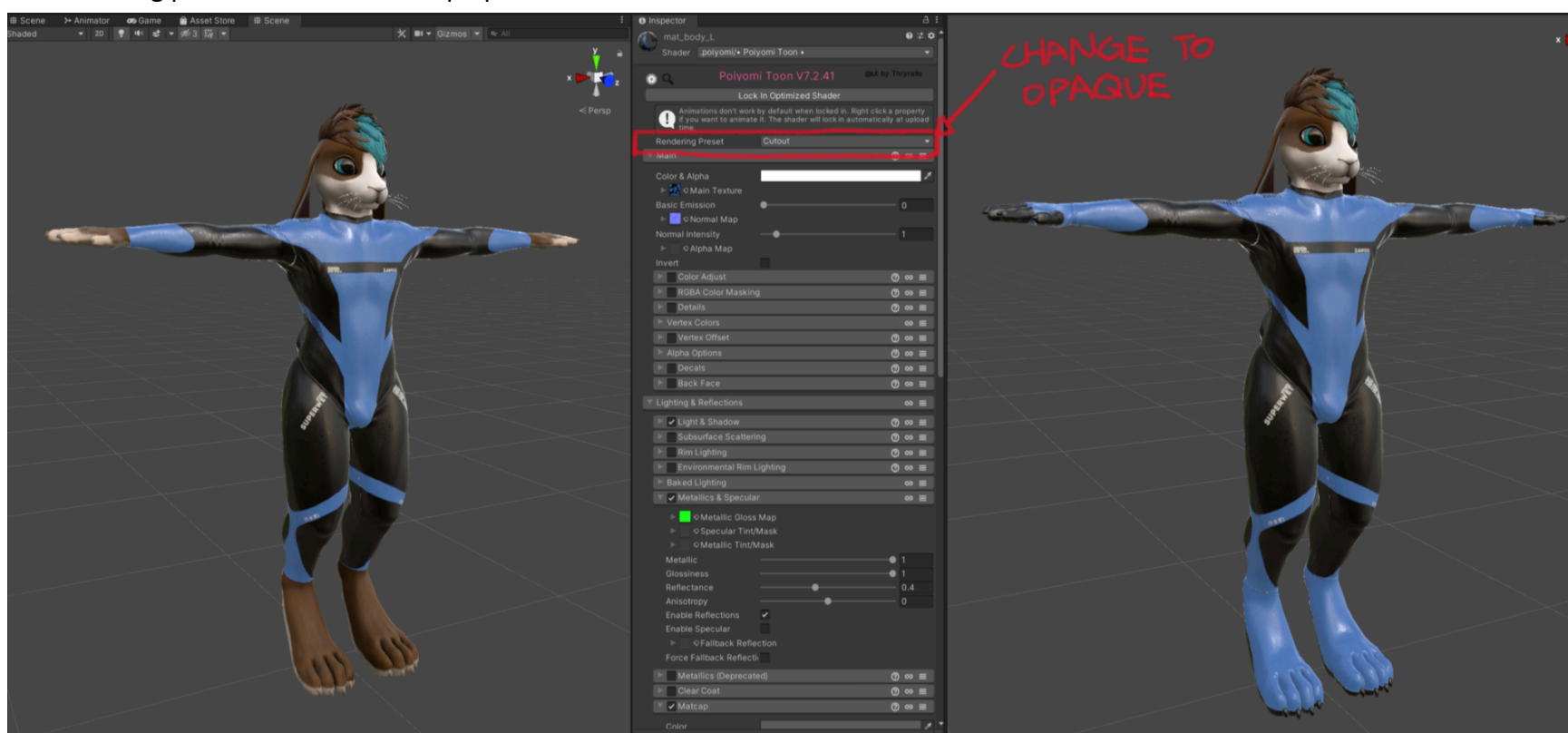
- The clothing model will show up, but with wrong materials. Navigate to "Assets > DLC3slick+squeak > materials" and open any of the 4 folders. Drag **mat_body_asymmetrical** onto the suit.

If you find it hard to drag the materials onto the mesh, you can temporarily hide the body.



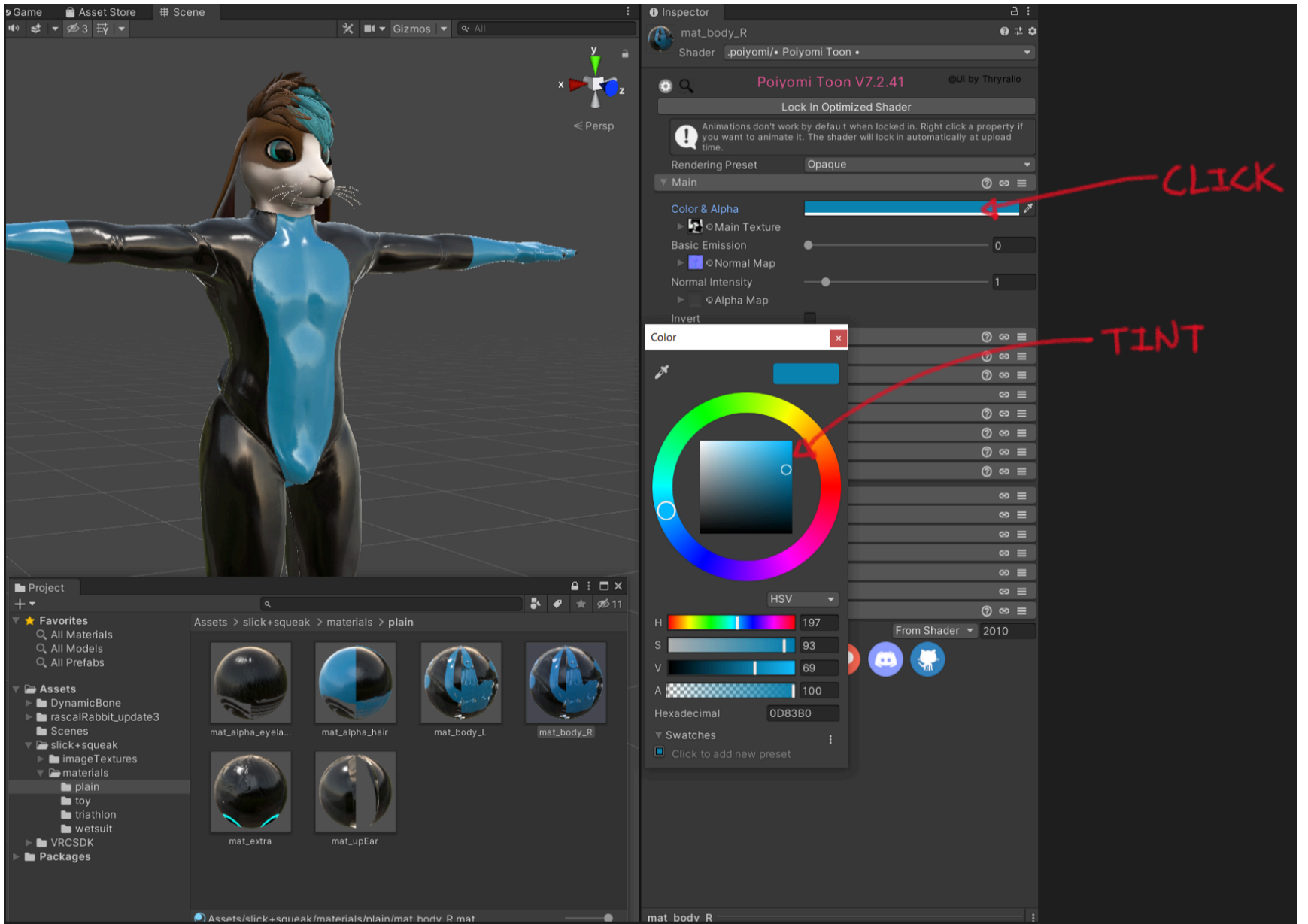
- Repeat the previous steps until you've installed the skin tight suit, gloves and socks.

- (optional) If you are using the wetsuit material, you can **optionally make the wetsuit cover your hands and feet** by changing the rendering preset from cutout to opaque.

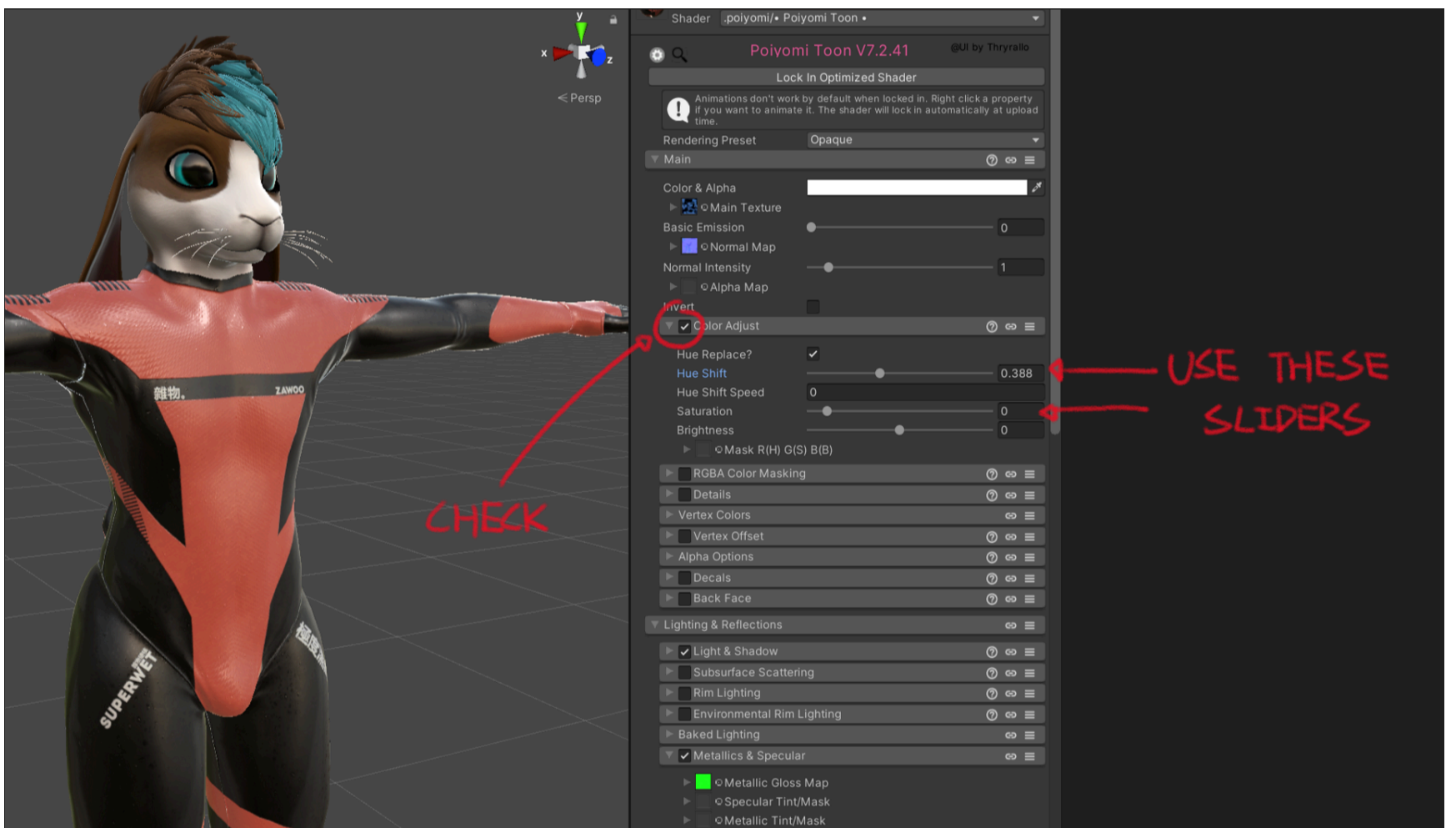


9. (optional) **Tint the color** of the material to and change it to whatever you'd like.

For the **toy** and **plain** materials, you can **tint the color box in the inspector**.



For the **triathlon** and **wetsuit** material, you need to check the **"color adjust"** box and use the **"Hue Shift"** and **"Saturation"** sliders to modify the color.



Custom Textures

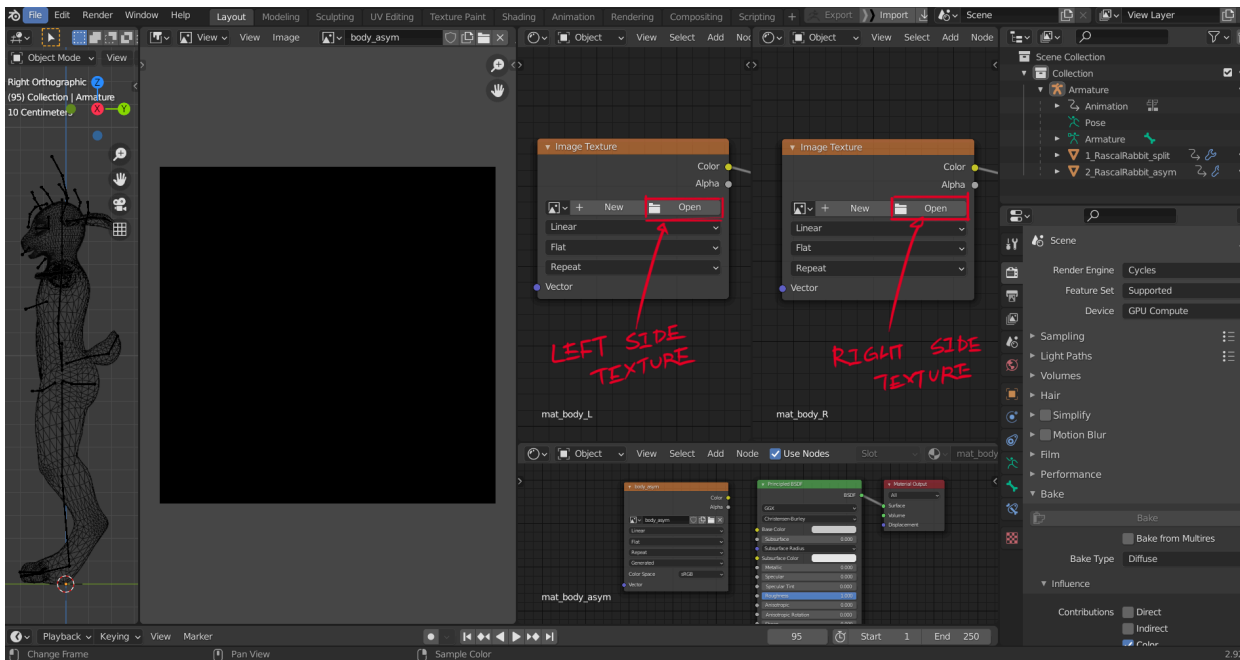
Asymmetrical Body UV Changes:

The asymmetrical body mesh has a new UV since Update 4, it now only uses one material slot for either side of the body. This makes it easier to paint on, but halves the effective texture resolution, and it also makes the symmetrical texture no longer usable on the asymmetrical body.

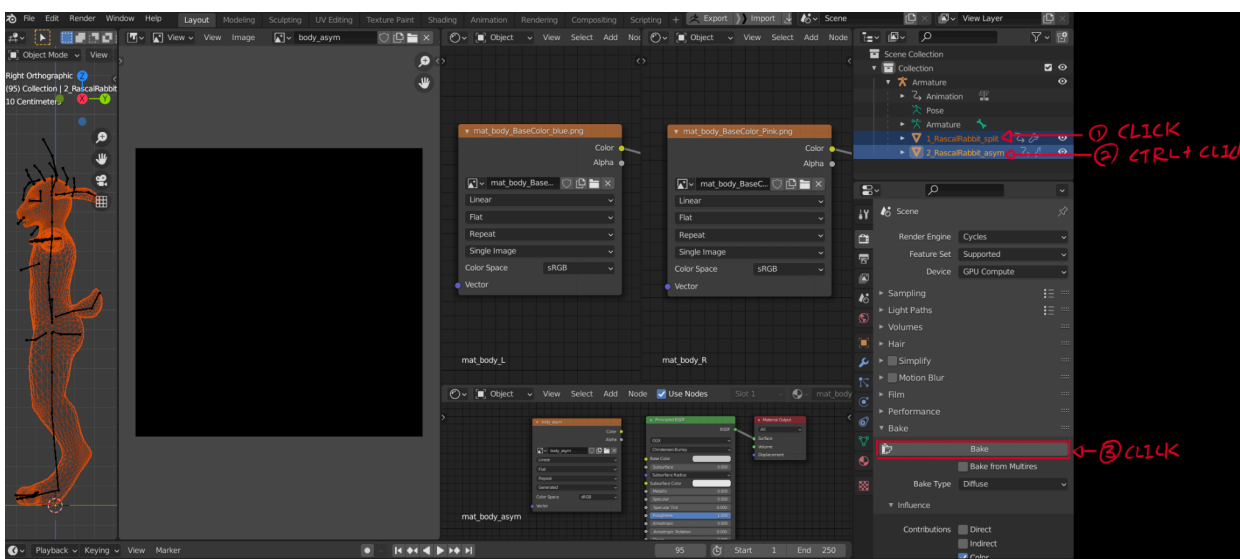
This means your **old asymmetrical texture will no longer work on the new version. This also affects DLC3, making the direct substance output unusable.**

An **“Asymmetrical Texture Update Kit”** had been included in the **“Other Resources”** folder, you can find it in your base model customization kit. Open it with Blender and follow these steps:

1. Import your left and right side textures by clicking **“Open”** on the **“Image Texture”** nodes.



2. Click on **“1_RascalRabbit_split”** in the outliner.
3. **Hold down CTRL** and click **“2_RascalRabbit_asym”**.
The text “1_RascalRabbit_split” should now appear dark orange, and “2_RascalRabbit_asym” should look bright orange.
4. Release CTRL and click **“Bake”**.



5. Wait a few minutes and your converted texture will show up, click **“Image -> Save As”** and save it.

