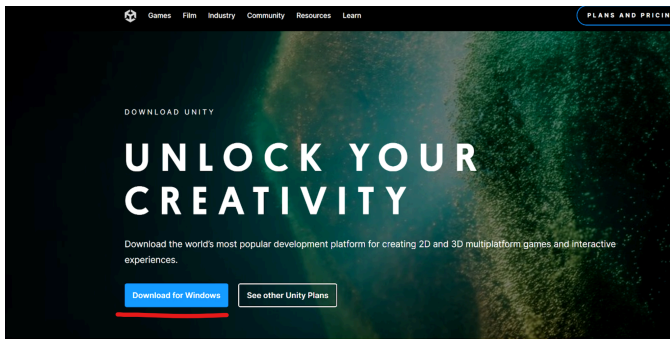


KitDerg Avatar Setup

Done with Version 1.0

Step One: Downloading

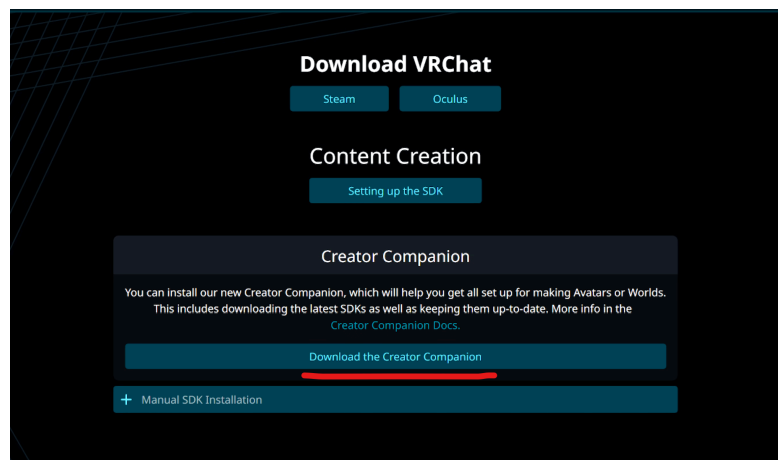


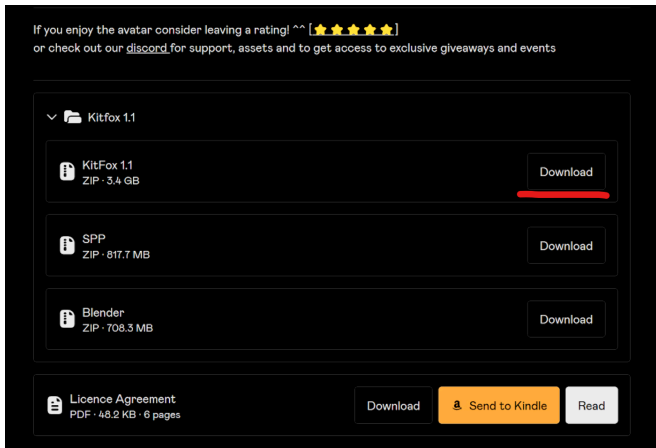
Unity Hub

Navigate to [Unity.com/Download](https://unity.com/Download) and download the latest version of Unity Hub. you may need to create a Unity account if you do not have one already!

Vrchat Creator Companion

At the same time, you should navigate to [Vrchat.com/Home/Download](https://vrchat.com/Home/Download) or click the Download button on ur Vrchat.com Home page and select the button labelled "Download the Creator Companion"





KitDerg Files

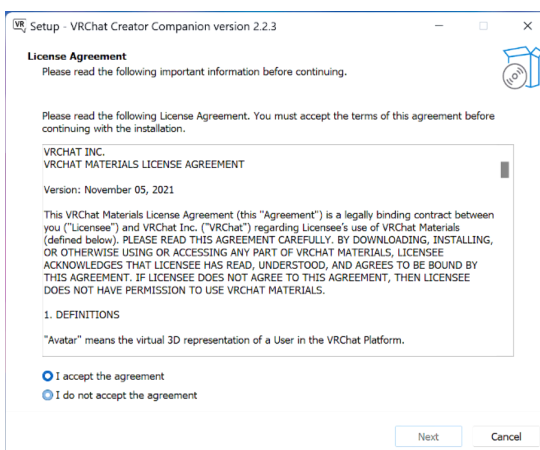
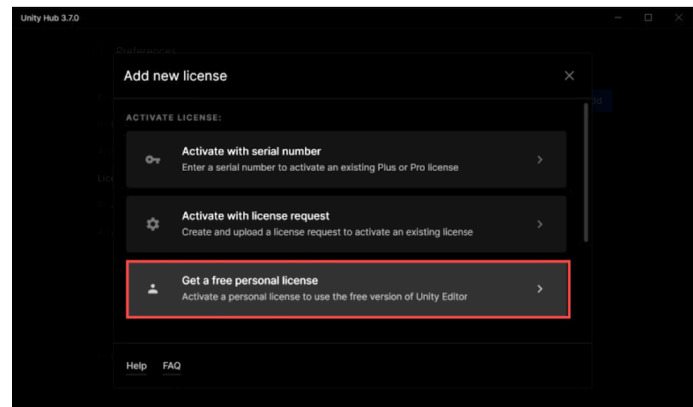
Finally, download the latest KitDerg files from ur Gumroad library app.gumroad.com/library
If you wish to create your own texture u may also need the SPP file for substance painter

Step Two: Install & Setup

Unity Setup

Run the **UnityHubSetup.exe** File you just downloaded following the prompts on the screen to install the program. Once installed you will have to log in and activate your free Unity license! Once logged in navigate to preferences select **"Add License"** and select **"Get a free personal License"** If you get stuck on this step there is a full explanation of the process here

<https://support.unity.com/hc/en-us/articles/211438683-How-do-I-activate-my-license>



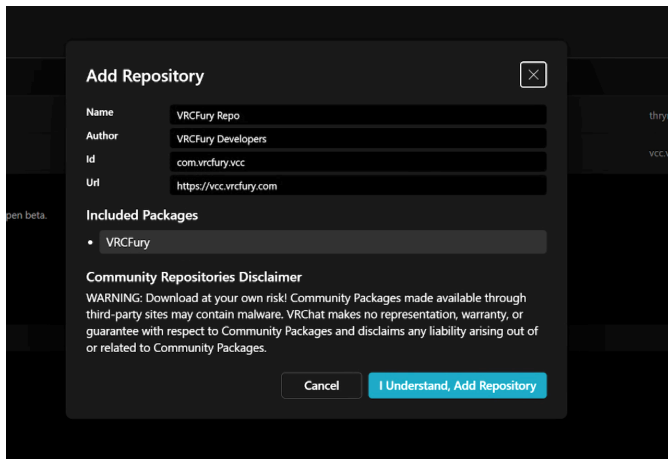
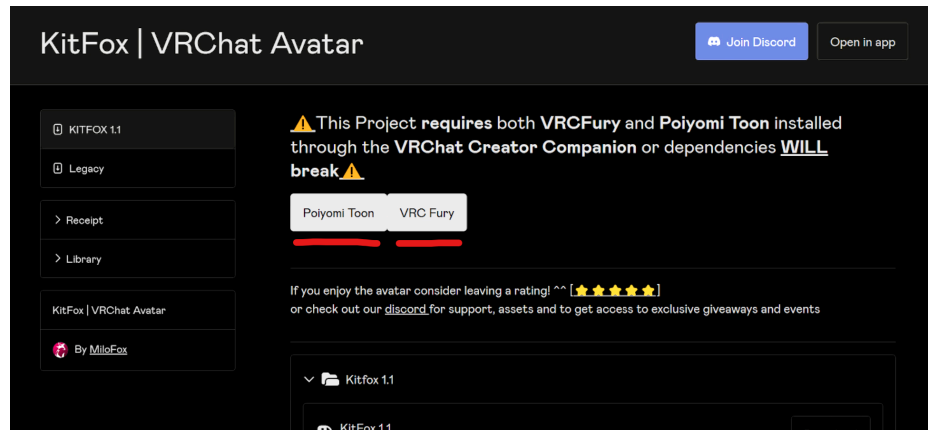
VCC Setup

Run the VRChatCreatorCompanion_Setup.exe File you just downloaded following the prompts on the screen to install the program

Step Three: VRCFury and Poiyomi

Dependency Setup

Once your Creator Companion has been set up and run, navigate back to your Gumroad library to the KitDerg files, there are two buttons conveniently located above the files! Click each of these buttons and follow the prompts on the screen to add them to your creator companion!

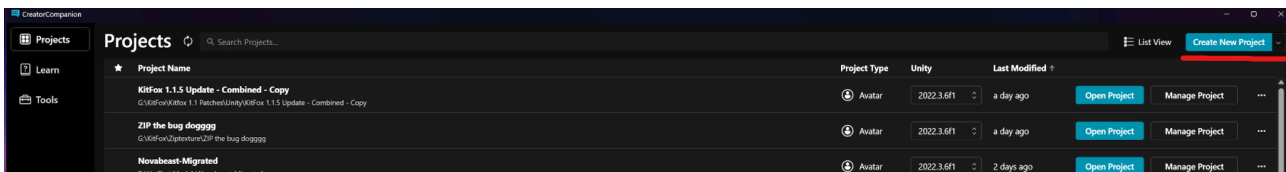


Once you do, your creator companion should greet you with this screen. Simply click “I understand, Add repository”!

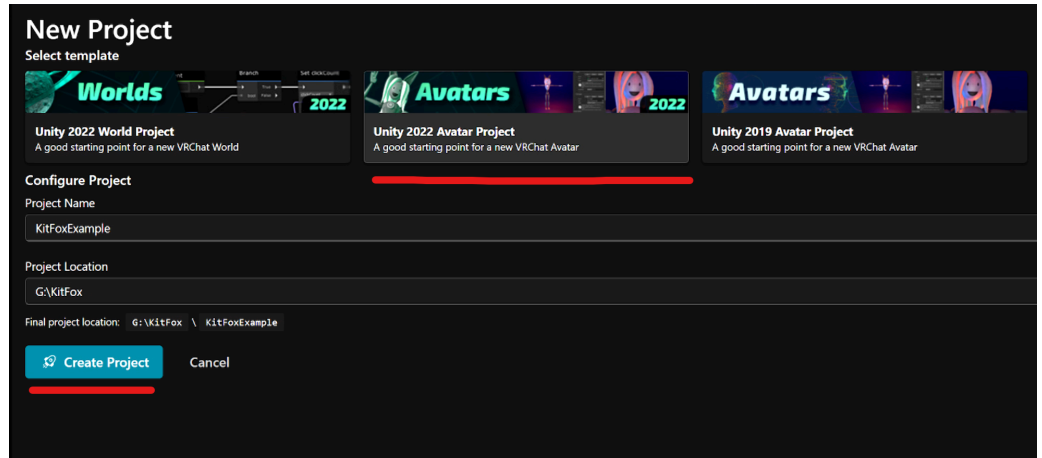
Repeat this step for Poiyomi!

Step Four: Creating your Project!

In your Creator Companion app navigate to the top right of your screen and select the button that says “create new project” This is where the Creator Companion may prompt you that you do not have a version of Unity installed and request you to download, let the creator companion install the correct 2022 version of unity for you, VCC should find ur unity hub installation for you but if it does not, follow the prompts on screen to set it manually.



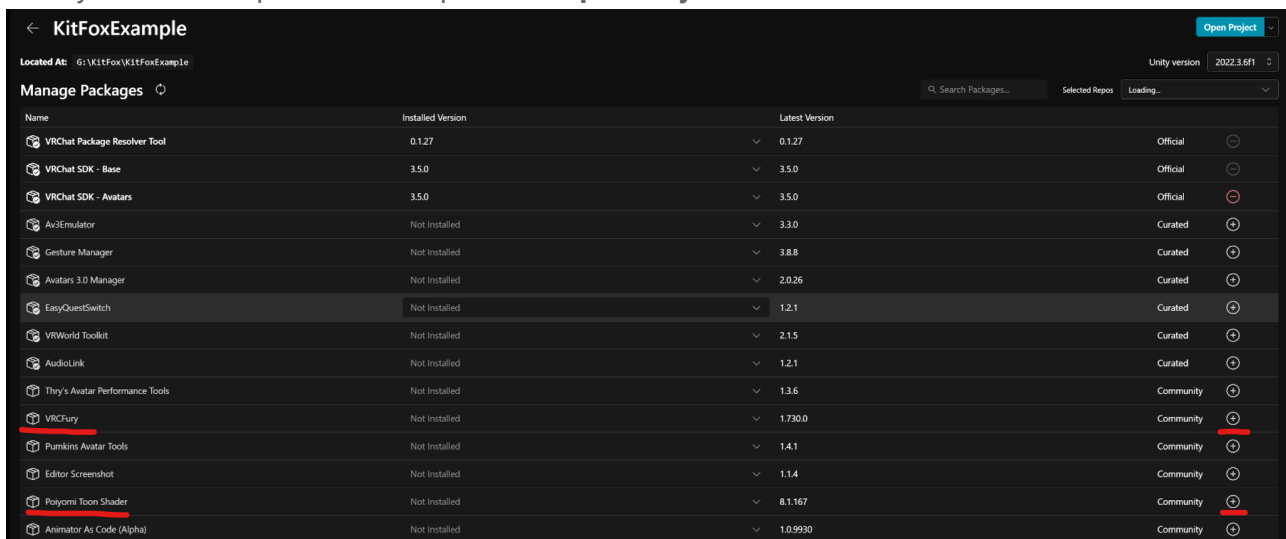
Once your Unity version has been installed you will be greeted with this screen! select the option called **“Unity 2022 Avatar Project”** as well as setting your project name, and project location and then finally click Create Project!



After a short loading screen you will see the Package Manager screen where you can find a variety of useful tools and assets you can add to make your life easier as well as both VRCFury and Poyomi Toon that we added to VCC earlier!

Click the plus icon associated with both VRCFury and Poyomi Toon to add them to your project! I also highly recommend Gesture Manager as it allows you to test ur toggles and avatar within Unity although it is not required for this project!

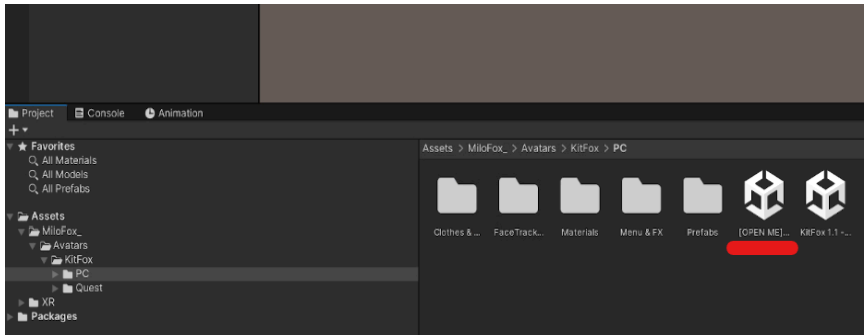
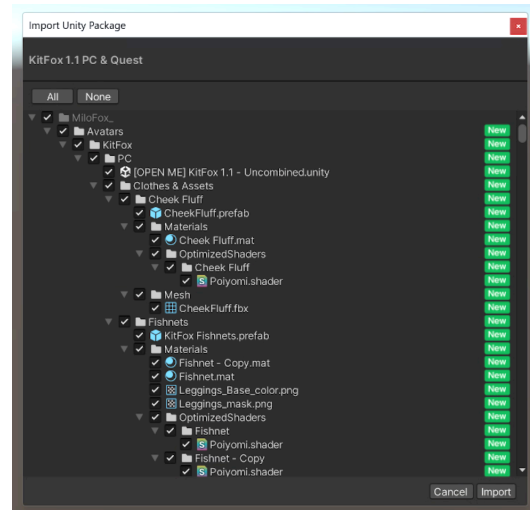
Once you have completed this step select **“Open Project”**



Step Five: Setting Up Your Project

Importing KitDerg Files

After Completing step 4 your unity will have opened to your desktop! Navigate to your downloads folder where you downloaded the KitDerg avatar files, find and unzip the folder you downloaded and drag the **“KitDerg.unitypackage”** into unity. After a short loading screen, you will be prompted to import the unity package, select import and go get yourself something to eat while it loads as it can take a while depending on your computer's specs!



Opening Your Unity Scene

Navigate to the bottom left of your screen where you can

find the project window! Navigate through the folders **“MiloFox>Avatars>KitDerg>PC”** in the PC folder find the unity scene file labelled [OPEN ME] and double-click on this file. Once you do you will be greeted with a scene with a bunch of cyan objects this means that the shaders are compiling just wait for the compiling shader tooltip at the bottom right of your screen to disappear!

Step Six: Success

With This step complete you have successfully imported the KitDerg avatar base and now you're ready to start customizing your new avatar! Take some time to explore the files provided with the KitDerg. In this scene, you can see examples of some premade avatars you can customize or you can start from scratch with the blank prefab! If you're curious about how to customize/upload your avatar keep reading but if you're a more experienced avatar creator who has used VRCFury prefabs before you can stop here!

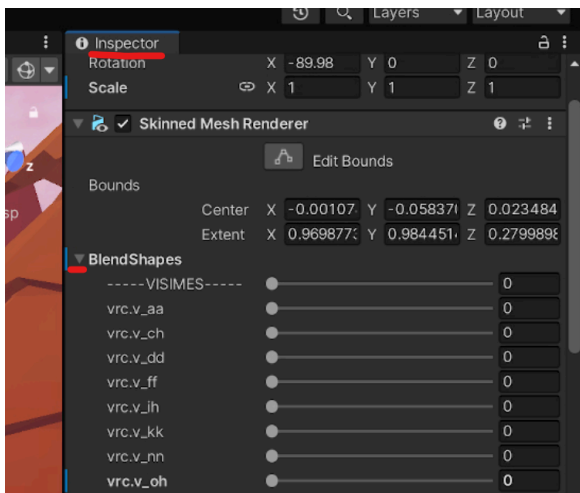
Customisation

How To Use Drag & Drop Prefabs

All tails, clothes, hair, face tracking components and horn options included with the package are drag and drop! To change what tails are on ur avatar expand the avatar hierarchy by clicking on the arrow next to the avatar root name to see what prefabs are included on the avatar you select, then select and delete any Prefabs u don't want before navigating to "**Prefabs>Avatar>Tail Prefabs**" and drag the prefab directly onto the avatar root! This process is the same with any of the included prefabs clothing although all clothing prefabs are located in the "**Clothes & Assets**" Folder

Blend Shape / Face & Body Customisation

The KitDerg comes with over 101 Customisation shape keys to control stuff such as the shape of your face, how large or muscular you are, etc. To customize your shape keys click on the part of your avatar in your hierarchy labelled "Body" Then navigate over to the unity inspector window.



Once in the inspector window with ur body selected find the Section labelled "**Skinned Mesh Renderer**" and near the top of that section u will find the heading "**Blendshapes**" Select the drop-down arrow next to "**Blendshapes**" This will open your blend shapes ready to customize!

All the blend shapes labelled under a "**customize**" heading can be slid on a scale of 0-100 to control how prominent that blend shape is, please do not touch any blend shapes that are not under a customize heading as this may break some components of the avatar or be reset once uploaded. All clothing will be automatically adjusted to fit your new shape once uploaded but if u want things to look nice within Unity I recommend making sure the shape keys on ur body and your clothing match you can simply edit the blend shapes on your clothing the same as you do your body.

Textures & Materials

Once you have the avatar the way you like it, it's time to add your custom texture! The KitDerg comes with preset materials that can be found in the materials folder! To customize your body texture open up your body material which can be found beneath the blendshape section in ur skinned mesh renderer, import your texture file into Unity and drag your new texture whether you created it in Substance Painter or commissioned it into the texture slot of the material, you may have to repeat the step multiple times for each ear tail and misc material u want changed! It is important to not create a new body material as it is used by the avatar to add a blush when performing certain actions, if you do not care about blush u can ignore this

Uploading

The final step in the avatar creation process is to upload it to vrchat to do this select the VRChat SDK Button at the top of ur screen and click "Show Control Panel" This will bring up a menu for you to log in with your VRChat Account. Once logged in set your avatar's name, description, visibility status and thumbnail picture. At this point u may have some messages on the lower section of this screen labelled "validations" A lot of this information is not useful and can be ignored but anything that has an auto-fix option should be selected! Once all that has been done you can select build and publish! And your avatar will be uploaded to VRChat!

Notes:

- If u cannot click build and publish navigate to the console log and click clear on any errors that may have appeared during the file installation!