

9/21/2023 - SoapCats 1.5 / 🎉 The 1 year anniversary update! 🎉

Over the past year, I've learned a lot of things and I wanted to update the kitties to the best of my ability to match my current standards for bases :) All previous SoapCats can update to 1.5, the only ones who may need to re-export from Blender are people who want to use the new mesh whiskers or fix their UV's on the 2nd chest fur.

BLENDER

- Fixed overlapping UVs on chest fur_2
 - and on the quest version
- Changed the Grey packed texture to have the correct credit texture
- Included the Quest Mesh whiskers

UNITY

- Gestures
 - OLD
 - Left fist - smug
 - Left Splay - n/a
 - Left Point - pog
 - Left Peace - Happy
 - Left rocknroll - Happy Blink
 - Left Gun - Right wink
 - Right peace - Happy
 - Right Gun - Left Wink
 - NEW
 - Sealine / SoapDog gesture mapping
- Headpat contact collider adjusted to be smaller
- Added a proximity boop blep
- Added 3 new expressions (Fear, Woobie Blep, Grin)
- Ear twitch idle
- Tail wag speed slider
- Poiyomi settings have been slightly adjusted, max brightness is set to 1 instead of 2
- FX layer is all Write Defaults On, and Gesture layer has been removed
- Double blinking should be entirely fixed
- Toggle for disabling ear stretch making you mad
- Floor collider for long tail
- Moved some physbone scripts into gameobjects instead of being on the head for more organization
- Changed the .fbx normal settings to Calculate angle weighted and the smoothing angle to 180 (this fixes outlines on some blendshapes)
- reduced how much of the eyes show through on some expressions when using lazy/tired eyes
- Added Orange and Chimera premade avatars for easy upload

TEXTURES

- Colored in fangs on chimera and oranges textures
- added mesh whiskers versions with no transparency on all premades
- Updated the secondary texture PSD to match the new UVs on chest fur 2
- Updated some layer names and text on the psds

SUBSTANCE FILE

- Fixed overlapping UVs on chest fur_2
- Basically a complete overhaul of all the layers
- Included the credit texture since a lot of people were not editing it back in for their public avatars
- Adjusted the file's export settings and UV padding settings
- File was saved on a newer version of substance, if you're using an older version of substance you won't be able to use the updated file and will need to go into the old files backup folder.

MISC

- Quest version
- Redone readme
- Redone tutorials
- Updated the Soap Bar DLC for 1.5 / Updating it to my current quality standards
 - Changed the particle scaling settings to Hierarchy instead of Local

KNOWN ISSUES

- with the different eye energies the automatic vrchat blinking is gonna look a little strange. there isn't much I can do to fix this honestly. You can switch out the blink blendshape in the avatar descriptor if your cat is meant to use one of the eye energies permanently.
- some expressions on the different eye energies will show a small amount of the eyes at the back. I have 0 plans of adding or changing any shape keys, as it would break backwards compatibility. So this cannot be fully fixed.

2-3-2023

- Updated the folder structure and added more clarification on how the FBX files are meant to be used (Moved substance files into their own folder inside the textures folder as well)

12-13-2022

- Updated TOS/Things to note
 - **In general, if something is not advertised on this page, I cannot guarantee technical support for it (such as conversion to vtubers or other games)**

11-30-2022:

- Added the Free Soap Bar DLC
- Removed unnecessary vertex groups on meshes within the export .blend file
- Changed the file format of the .RAR to a .ZIP instead (the Tutorials are still going to be .RAR because it saves more space)
- TOS Updates
 - Changed wording on redistributing ports of the avatar to other games to be more clear
 - Updated text stating the base was sold on itch . io to ko-fi instead
 - Added to commercial use terms: Using the SoapCats logo / included character textures (the purple and orange cats) to advertise your assets is also not allowed.
 - Added links to the bottom :)

9-17-2022:

- Added more meshes for customization
 - - Ear tufts (compatible with Tall & Folded ears)
 - - Eyebrow fur
 - - Mustache
 - - Beard
 - - Fangs (Long fang & tusk variants)
 - - Chest fur (3 variants for length/amount)
 - - Bob tail
 - - Nub tail
- Updated the Secondary Texture .psd with the new mesh UV's
- Added a video tutorial for changing the cheek fur Physbone settings
- Updated the Texture painting .blend to include a character with all the new meshes
- Reorganized the Export .blend with color coded collections
- Updated the Unity package to include the new settings for the Round cheek fur
- Added a .rtf version of the readme with more formatting
- Added a Substance Painter file