

## 001 - CROP SWEATER

- Made from scratch in Marvelous
- Finished in Blender
- Textured in Substance Painter
- Packaged Unity 2019.4.31f1

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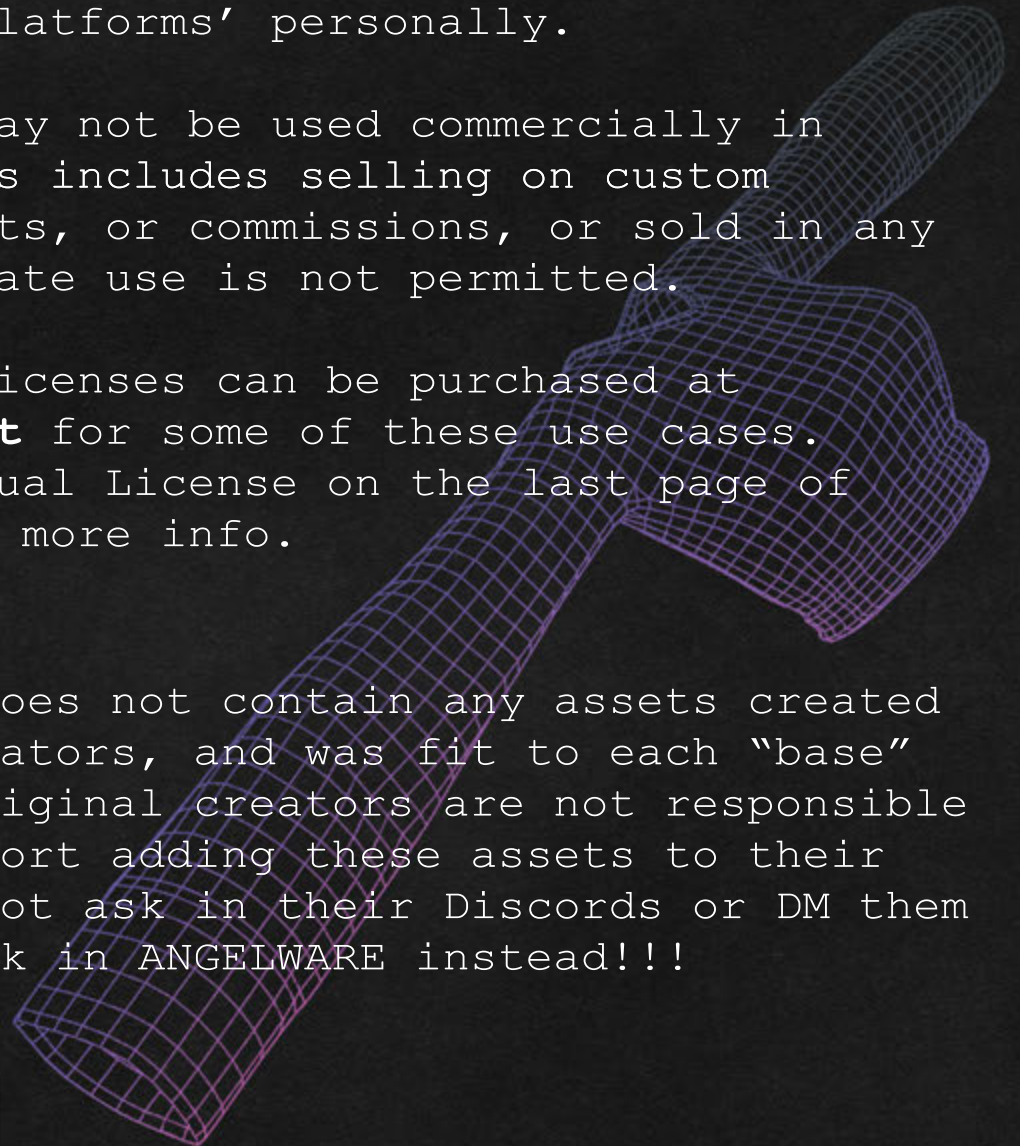
SEU



VEU



Remarks



## 001 – CROP SWEATER

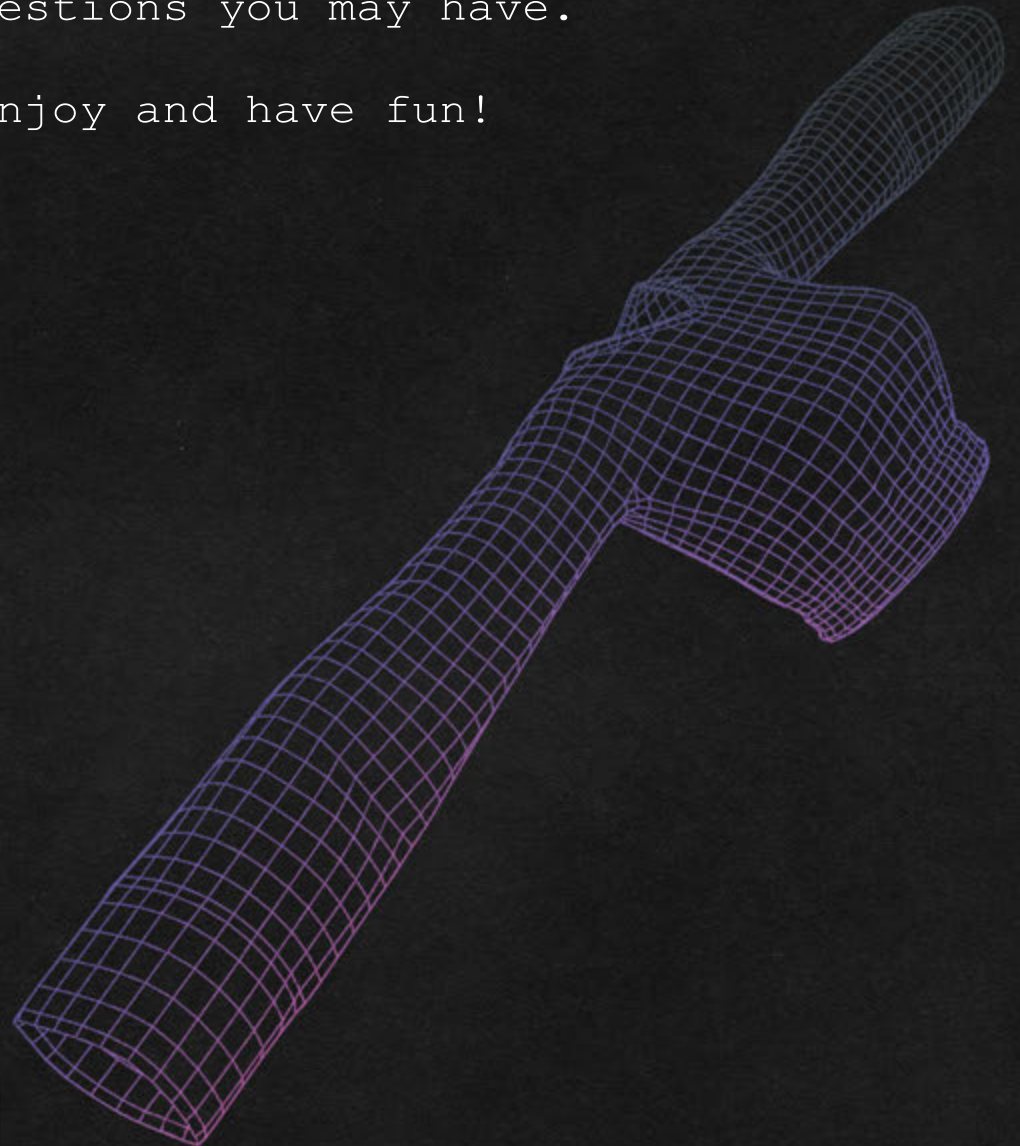
Thanks for your purchase!

In the following guide I am going to attempt to show basic usage of this asset.

If you have trouble following something, please reach out in the subsequent help channels on our discord! **discord.angelware.net**

This is also the best place to reach me with any other questions you may have.

I hope you enjoy and have fun!



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## BASIC USAGE: BLENDER

Blender is the recommended way to attach to an avatar.

CATs Blender plugin should be installed. Instructions and documentation are available for this on Github.

1. Import your base FBX. I will use ZIN base. the concept and method is the same for all.
2. Import the asset FBX. Use default settings.
3. If the sizes do not match up, click on the armature of the asset, and press S to scale upwards, until they match, as shown.



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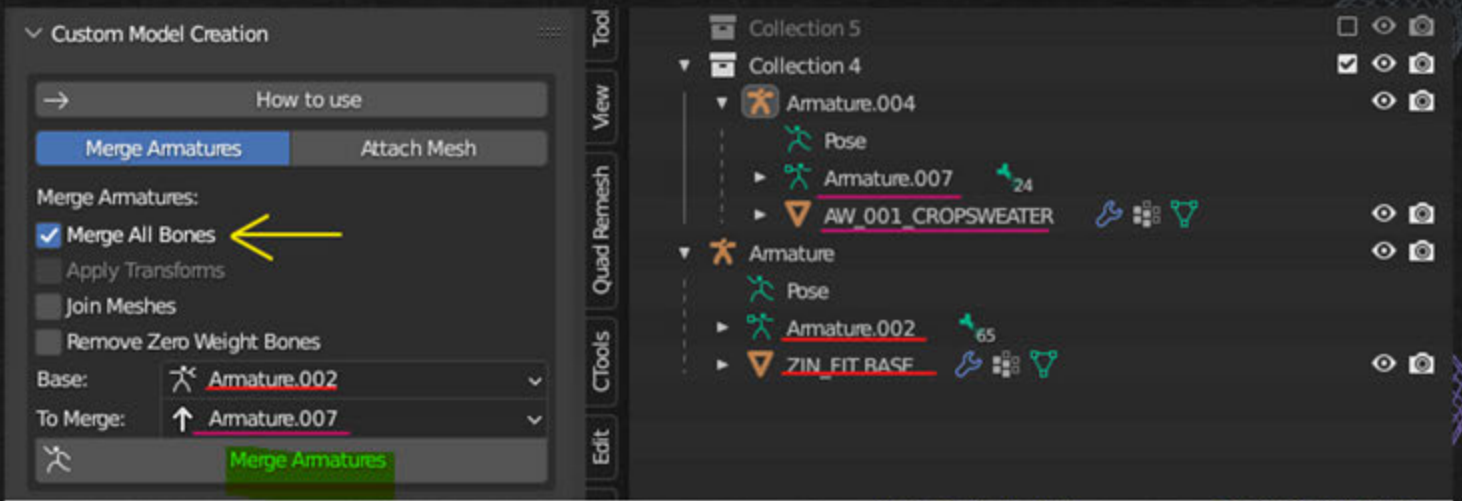
VEU



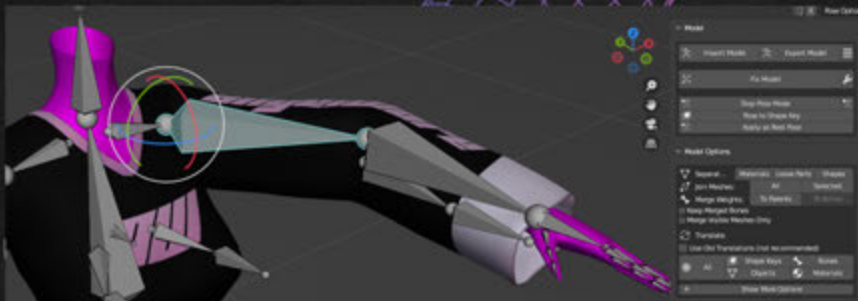
Remarks

## BASIC USAGE: BLENDER

4. Open the CATs Blender sidebar by pressing N on your keyboard, and open the "Custom Model" tab.
  - a. Place the base armature in the top slot, and the asset in the bottom. you may notice a slight difference in naming. If this is the case follow the names I outlined in the image below.
  - b. Set your options to exactly the same as the image below.
  - c. Press "Merge Armatures"



5. Finished! You can test it out by hitting "Start Pose Mode" at the top and clicking on relevant bones to rotate them.



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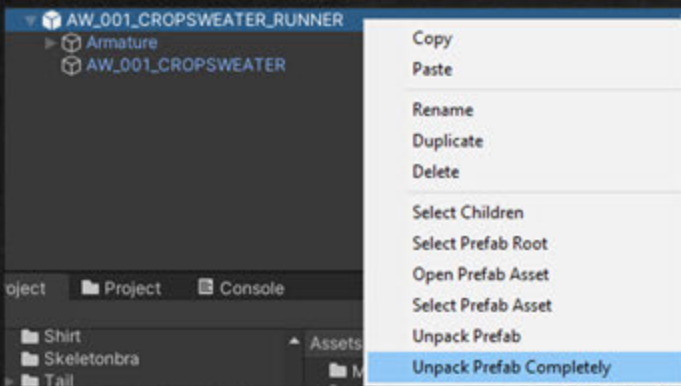


Remarks

## BASIC USAGE: UNITY (GODRUNNER)

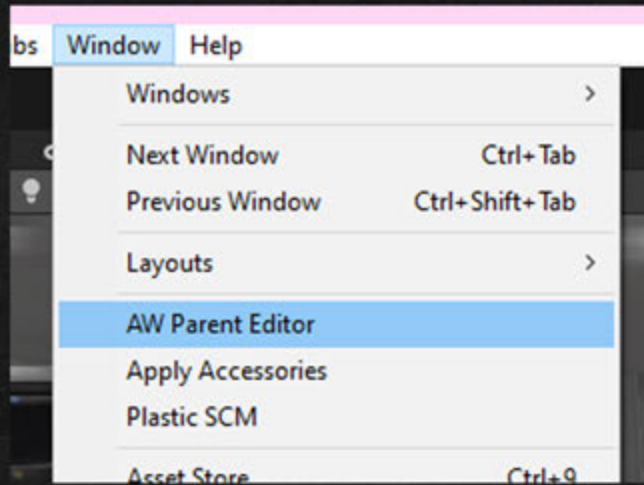
PREFACE: This method is a bit difficult, but can be simplified by using the prefab in Assets/ANGELWARE/{asset}/PREFABS/GODRUNNER/\* If you are using more than one asset or an edit please follow below closely. The process is simple but can get complicated quick. Adding a toggle is optional but I will show how to for my assets.

0. Import Poiyomi 8.1 and VRCSDK
1. Import the Godrunner Package FIRST, following the directions.
2. Import the Asset Package.
3. Load both Godrunner and the Godrunner prefab version of the asset into the scene by drag.
  - a. Make sure they are in the same position
  - b. The prefab is located at /ASSETS/ANGELWARE/{ASSET}/PREFABS/GODRUNNER/\* Choose the one with ONLY the asset.
4. Right click the Asset prefab and 'Unpack' it it will turn white on completion, like below.

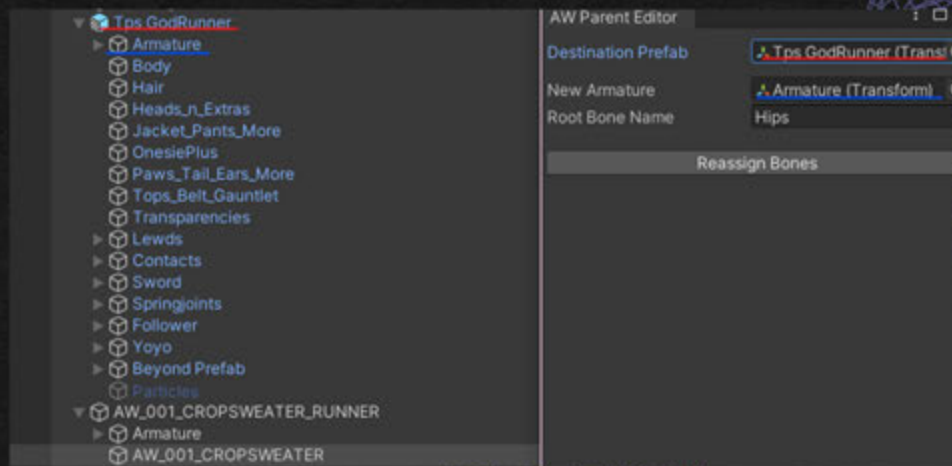


## BASIC USAGE: UNITY (GODRUNNER)

5. Open the AW Parent Editor, located at Window > AW Parent editor.



6. Set up the editor as shown, when complete select the mesh of the asset prefab as shown, and press 'Reassign Bones'



7. Complete! The editor may leave behind the old armature, but you may just delete it.



## UVLICENSE

### 【利用規約】

本モデルはUVライセンスで公開されています。

本モデルでは基礎条項に加え、個別条項をもとに以下の行為を許可します。

- 成人向け表現(性的表現)の許可
- 成人向け表現(暴力表現)の許可

本データは以下の特記事項があります。

ここに特記事項を記入してください

規約全文は下記URLを参照してください。

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- For Adults, Sexual Expressions Use
- For Adults, Violence Expressions Use

This data has the following special notes.

Remarks

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For the full text of the rules, please refer to the following URL.

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