

004 - TECH PANTS

- Made from scratch in Marvelous Designer
- Retopologized and finalized in Blender
- Textured & Baked in Substance
- Configured in Unity 2019.4.31f1
- 4 different bases (5 variants)
- 2 Texture Sets
- 6 Extra Decals

*Please note that assets for bases may have a slight scale difference

**Also note that these assets weren't designed for base edits, they may need to be sculpted to fit, but the weight painting should be the same :)

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I work really hard on these assets, and want to continue to make them, so please follow the license!~ <3





ZIN BASE

Method 1. - Blender (Recommended) CATs is required

- 0. Import base / open .blend
- 1. Import model via Import > FBX
- 2. Open the side menu (N) and open the 'custom model creation' tab
- 3. Put the Zin Base armature in dropdown 1 & the object in dropdown #2 like below, make sure 'Join Meshes' and 'Remove Zero Bones' are unchecked.



- 4. Merge Armatures by pressing the button
- 5. Done! You can now export FBX back to Unity
- 6. In Unity add the materials by selecting the object and dragging subsequent materials from the ANGELWARE\MATERIALS\ folder



*Please note, if the model is not to scale, please scale it to match the armature / base. If you are using an edited version, some sculpting may be necessary, but the weightpainting should generally be the same



ZIN BASE

- 7. I recommend adding rotation constraints to the following bones for the best results, along with physbones copying my properties. I also have included a .prefab file in the ANGELWARE\PREFABS\ folder with examples of each.
 - a. Find the bone and select it in the heirarchy.



b. For rotation constraints, add the component, then add the transform, then press the activate button. It needs to be done in this order or it will not work.



- c. Constraints should be set as follows: - Clip.L (or R) to Leg.L, with a weight of 1 - Strap.L (or R) to Leg.L, with a
 - weight of 0.6



ZIN BASE

d. Physbones will be on only the 'Strap'
Bones. Add the component and copy the
values below for both Strap.L and
Strap.R:

🔻 💽 🗹 VRC Phys Bone (Script)				0 2 :
Transforms				
Root Transform	None (Transform)			٥
Size	0			
Endpoint Position	X 0	Y 0.01	Z 0	
Multi Child Type	Ignore			
Forces				
Integration Type	Simplified			
Pull	•		0.04	7 C
Spring			0.13	4 C
Gravity		•	0.05	С
Gravity Falloff	•		0	С
Immobile Type	All Motion			•
Immobile	•		o	С
Limits				
Limit Type	None			•
Collision				
Radius	0			С
Allow Collision	2			
Size	0			
Grab & Pose				
Allow Grabbing	2			
Allow Posing	2			
Grab Movement		•		0.5
Max Stretch	•		— o	С
Options				
Parameter				
Several parameters are created us	ing the keyname provided			
(parameter)_IsGrabbed [Bool] Are the bones currently bei	ng grabbed.			
(parameter)_Angle [Float] 0-1 value representing the	180 angle any end bone is	s from its original rest		
(parameter)_Stretch (Float) 0-1 value on how close the	bones are to their maxim	um stretch length.		
It's not necessary to use a synced parameters are already updated or	parameter as defined by 1 both the local and remo	the VRCExpressionPa te machines.	rameters object	
Is Animated				
▶ Gizmos				

8. Finished! Everything should work properly, join the Discord @ discord.angelware.net for more help!



PANDA'S BASE

Method 1. - Blender (Recommended) CATs is required

- 0. Import base / open .blend
- 1. Import model via Import > FBX*
- 2. Open the side menu (N) and open the 'custom model creation' tab
- 3. Put the Panda base armature in dropdown 1 & the object in dropdown #2 like below, make sure 'Join Meshes' and 'Remove Zero Bones' are unchecked.



- 4. Merge Armatures by pressing the button
- 5. Done! You can now export FBX back to Unity
- 6. In Unity add the materials by selecting the object and dragging subsequent materials from the ANGELWARE\MATERIALS\ folder



*Please note, if the model is not to scale, please scale it to match the armature / base. If you are using an edited version, some sculpting may be necessary, but the weightpainting should generally be the same



PANDA'S BASE

- 7. I recommend adding rotation constraints to the following bones for the best results, along with physbones copying my properties. I also have included a .prefab file in the ANGELWARE\PREFABS\ folder with examples of each.
 - a. Find the bone and select it in the heirarchy.



b. For rotation constraints, add the component, then add the transform, then press the activate button. It needs to be done in this order or it will not work.



- c. Constraints should be set as follows: - Clip.L (or R) to Left leg, with a weight of 1
 - Strap.L (or R) to Left leg, with a weight of 0.6



PANDA'S BASE

d. Physbones will be on only the 'Strap'
Bones. Add the component and copy the
values below for both Strap.L and
Strap.R:

🔻 💽 🖉 VRC Phys Bone (Script)			0	# :
Transforms				
Root Transform	None (Transf	(orm)		
Size	0			
Endpoint Position	X 0	Y 0.01	Z 0	
Multi Child Type	Ignore			
Forces				
Integration Type	Simplified			
Pull	•		0.047	С
Spring	•		0.134	С
Gravity		•	0.05	C
Gravity Falloff	•		0	C
Immobile Type	All Motion			
Immobile	•		0	С
Limits				
Limit Type	None			
Collision				
Radius	0			С
Allow Collision	2			
Size	0			
Grab & Pose				
Allow Grabbing	~			
Allow Posing	2			
Grab Movement		•).5
Max Stretch	•		0	С
Options				
Parameter				
Several parameters are created	using the keyname pr			
(parameter)_IsGrabbed [Bool] Are the bones currently t	being grabbed.			
(parameter)_Angle [Float] 0-1 value representing ti	he 180 angle any end	bone is from its original i	est position.	
(parameter)_Stretch [Float] 0-1 value on how close t	he bones are to their	maximum stretch length		
It's not necessary to use a sync parameters are already updated	ed parameter as defin I on both the local and	ed by the VRCExpressio Fremote machines.	nParameters object.	
Is Animated				
▶ Gizmos				

8. Finished! Everything should work properly, join the Discord @ discord.angelware.net for more help!



TORIBASE

Method 1. - Blender (Recommended) CATs is required

- 0. Import base / open .blend
- 1. Import model via Import > FBX
- 2. Open the side menu (N) and open the 'custom model creation' tab
- 3. Put the Toribase armature in dropdown 1 & the object in dropdown #2 like below, make sure 'Join Meshes' and 'Remove Zero Bones' are unchecked.



- 4. Merge Armatures by pressing the button
- 5. Done! You can now export FBX back to Unity
- 6. In Unity add the materials by selecting the object and dragging subsequent materials from the ANGELWARE\MATERIALS\ folder



*Please note, if the model is not to scale, please scale it to match the armature / base. If you are using an edited version, some sculpting may be necessary, but the weightpainting should generally be the same



TORIBASE

- 7. I recommend adding rotation constraints to the following bones for the best results, along with physbones copying my properties. I also have included a .prefab file in the ANGELWARE\PREFABS\ folder with examples of each.
 - a. Find the bone and select it in the heirarchy.



b. For rotation constraints, add the component, then add the transform, then press the activate button. It needs to be done in this order or it will not work.



- c. Constraints should be set as follows:
 Clip.L (or R) to upper_leg_L, with
 a weight of 1
 Strap L (or R) to upper leg L with
 - Strap.L (or R) to upper_leg_L, with a weight of 0.6



TORIBASE

d. Physbones will be on only the 'Strap' Bones. Add the component and copy the values below for both Strap.L and Strap.R:

🖷 💽 🗹 VRC Phys Bone (Script)			0 ⊉ :
Transforms			
Root Transform	None (Transform)		0
Size	0		
Endpoint Position	X O	Y 0.01	Z 0
Multi Child Type	Ignore		
Forces			
Integration Type	Simplified		
Pull	•		0.047 C
Spring	•		0.134 C
Gravity		•	0.05 C
Gravity Falloff	•		0 C
Immobile Type	All Motion		
Immobile	•		0 C
Limits			
Limit Type	None		
Collision			
Radius	0		С
Allow Collision	2		
Size	0		
Grab & Pose			
Allow Grabbing	~		
Allow Posing	~		
Grab Movement		•	0.5
Max Stretch	•		0 C
Options			
Parameter			
Several parameters are created us	ing the keyname provide		
(parameter)_IsGrabbed [Bool] Are the bones currently be	ng grabbed.		
(parameter)_Angle [Float] 0-1 value representing the	180 angle any end bone i	s from its original rest p	
(parameter)_Stretch [Float] 0-1 value on how close the	bones are to their maxim	ium stretch length.	
It's not necessary to use a synced parameters are already updated o	parameter as defined by n both the local and remo	the VRCExpressionPara te machines.	imeters object. These
Is Animated			
⊫ Gizmos			

8. Finished! Everything should work properly, join the Discord @ discord.angelware.net for more help!



004 - TECH PANTS | UVLICENSE

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本データは以下の特記事項があります。

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