

## 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 :)

## LICENSE INFORMATION

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

UVL

Uni-Virtual  
License



AU



DU



SEU



VEU



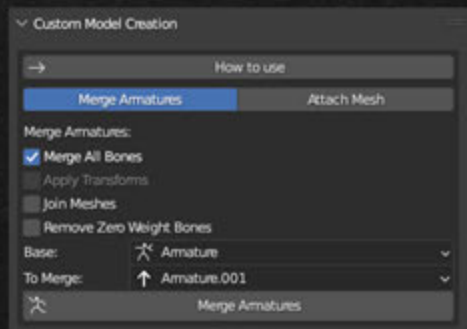
Remarks

## ZIN BASE

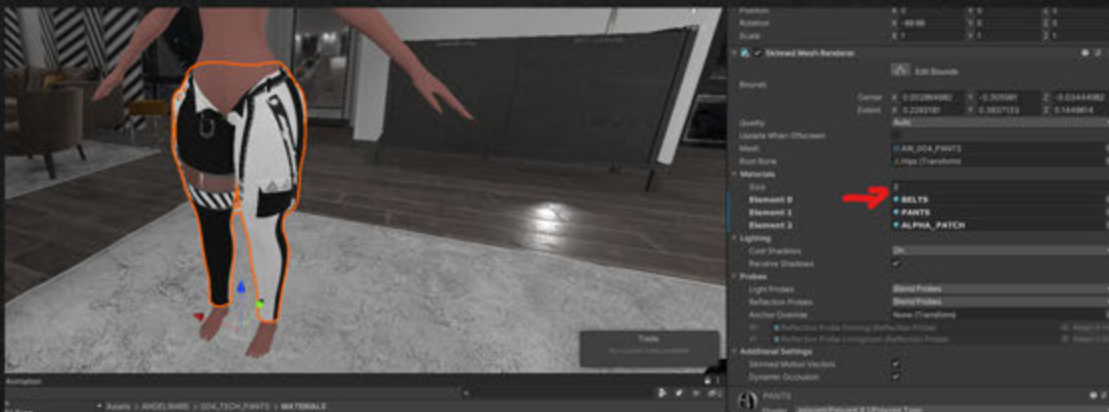
### Method 1. - Blender (Recommended)

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 Weight 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



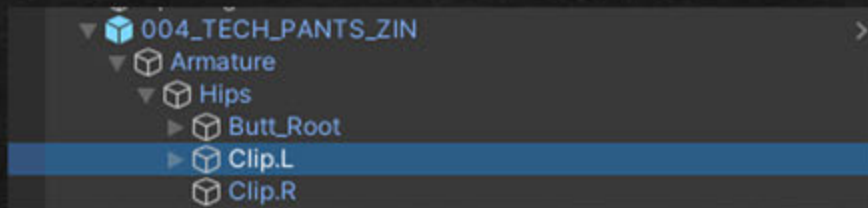
\*Please note, if the model is not to scale, please scale it to match the armature / base. If you are using an edited version, some sculpting may be necessary, but the weightpainting should generally be the same



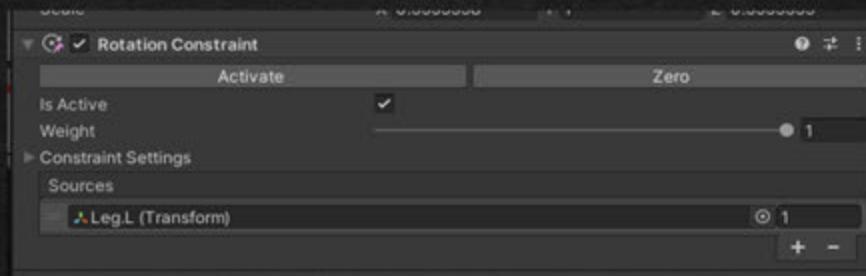
## ZIN BASE

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:



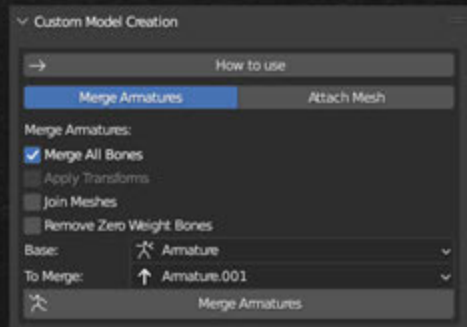
8. Finished! Everything should work properly, join the Discord @ [discord.angelware.net](https://discord.angelware.net) for more help!

## PANDA'S BASE

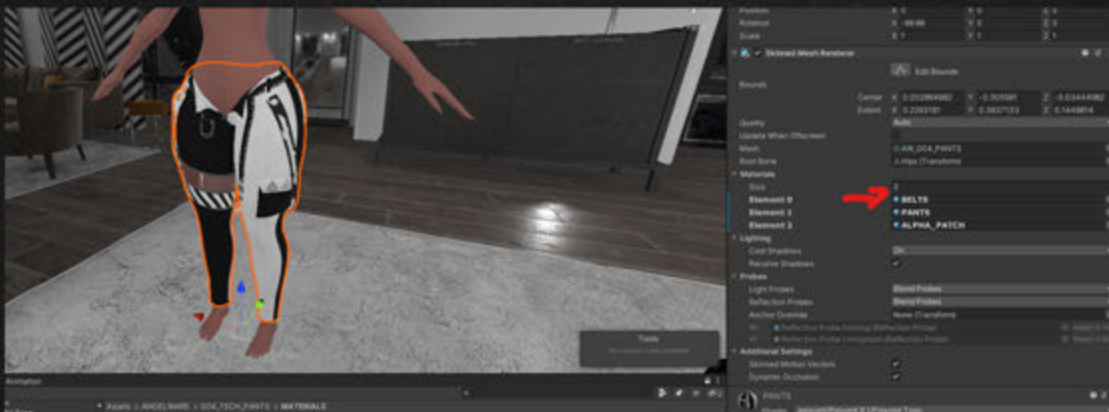
### Method 1. - Blender (Recommended)

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



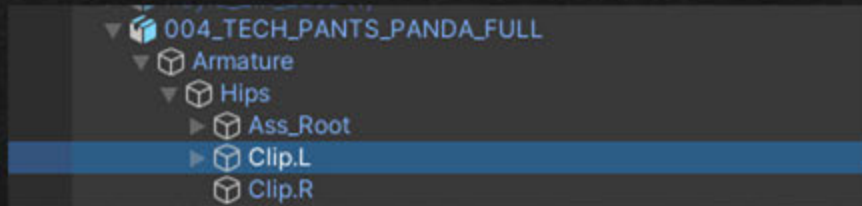
\*Please note, if the model is not to scale, please scale it to match the armature / base. If you are using an edited version, some sculpting may be necessary, but the weightpainting should generally be the same



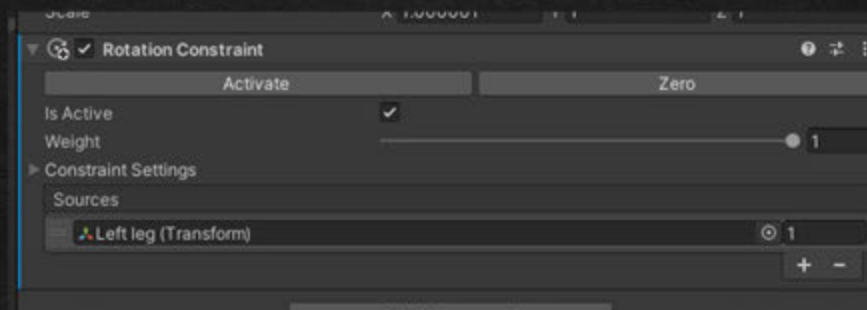
## PANDA'S BASE

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.



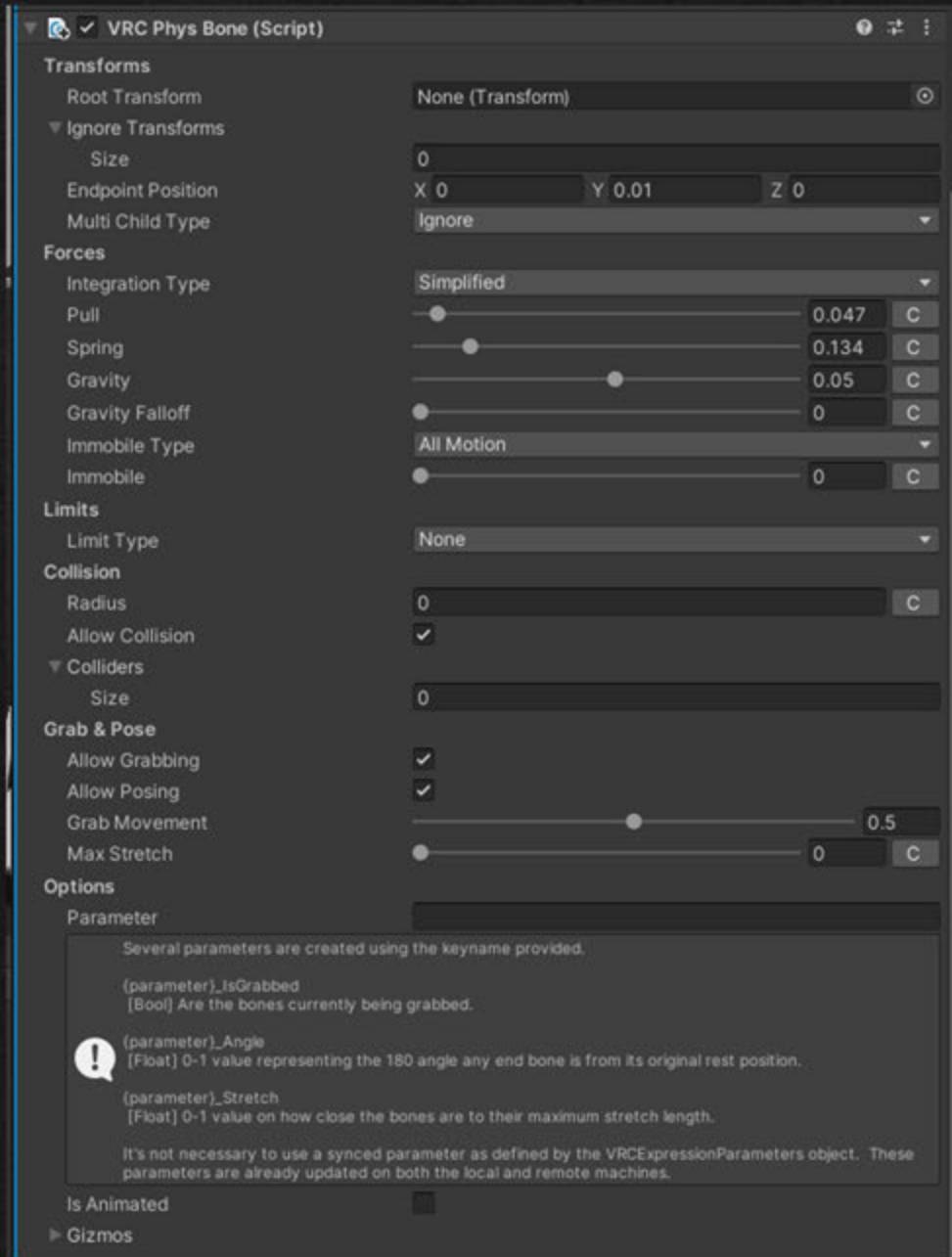
- b. For rotation constraints, add the component, then add the transform, then press the activate button. It needs to be done in this order or it will not work.



- 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:



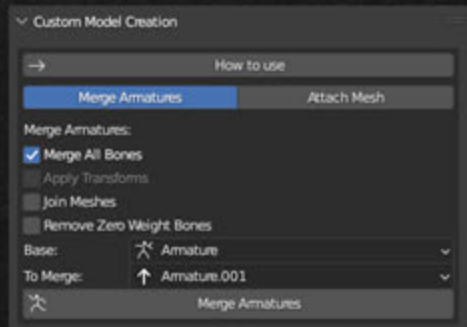
8. Finished! Everything should work properly, join the Discord @ [discord.angelware.net](https://discord.angelware.net) for more help!

## TORIBASE

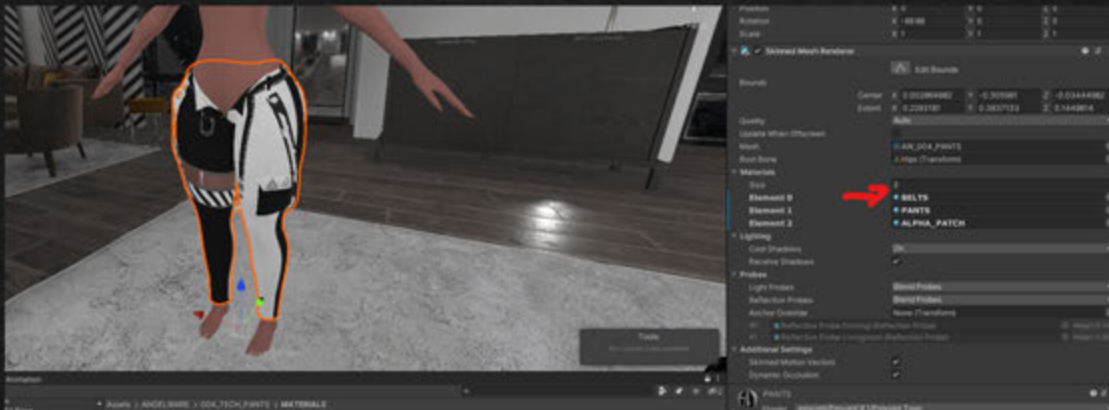
### Method 1. - Blender (Recommended)

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 Weight 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



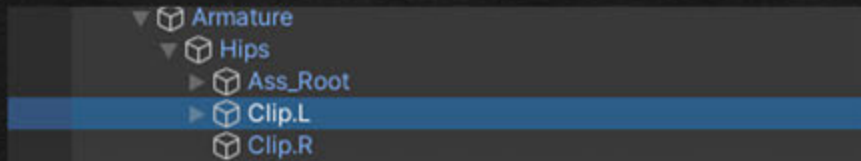
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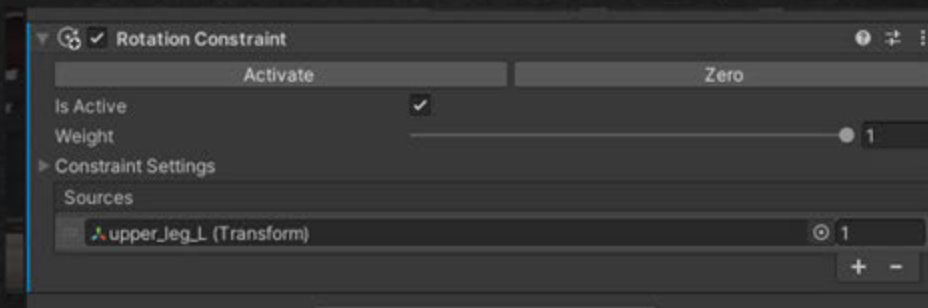
## TORIBASE

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 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:



8. Finished! Everything should work properly, join the Discord @ [discord.angelware.net](https://discord.angelware.net) for more help!



## 004 - TECH PANTS | 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

- This asset may not be used in conjuncture with any real-world political or religious beliefs

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

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