

Asset Installation Guide for Dummies

By Liindy

(I tried to make it as easy to understand as possible for people with no unity experience)

Alternatively watch the video guide.

Things you need:

You must have **Poiyomi Toon shader version 8.0.426** (newer versions should be fine).

You can download it free here: <https://github.com/poiyomi/PoiyomiToonShader/releases>

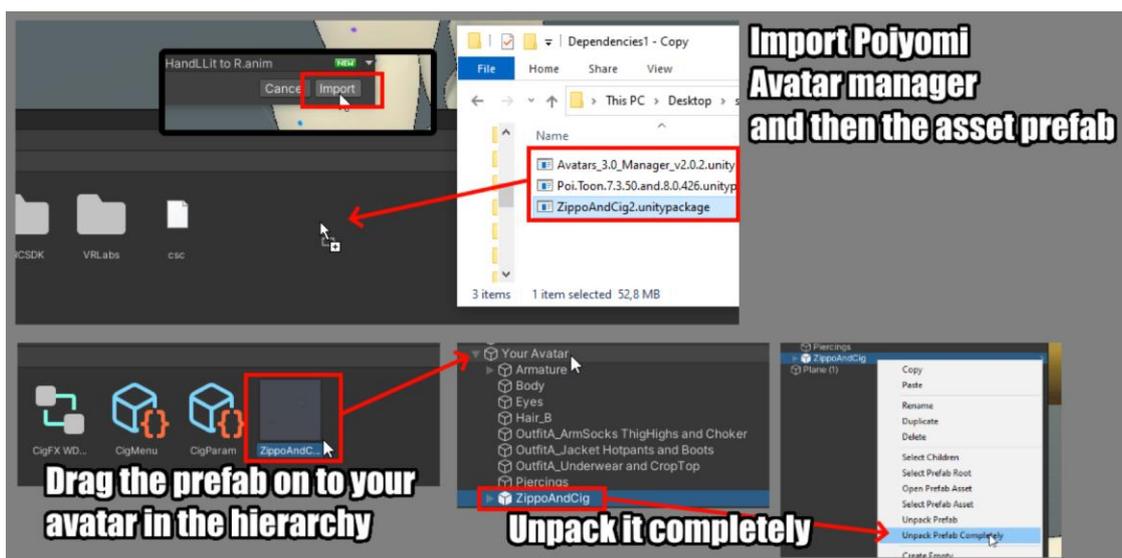
You must get **Avatar 3.0 Manager v2.0.6** (newer versions should be fine)

You can download it free here: https://github.com/VR_Labs/Avatars-3.0-Manager

You must also have an avatar ready to install it on, this guide will not teach you how to upload an avatar, only how to attach the Cigarette and Zippo correctly to it.

Finally, you must have the “ZippoAndCig2.unitypackage” file ready

Step 1 - Importing



Step 2 – Resize



Step 3 – Armature placement

Drag these items into the corresponding armature

head

middle finger 02

left hand/wrist

middle finger 02

right hand/wrist

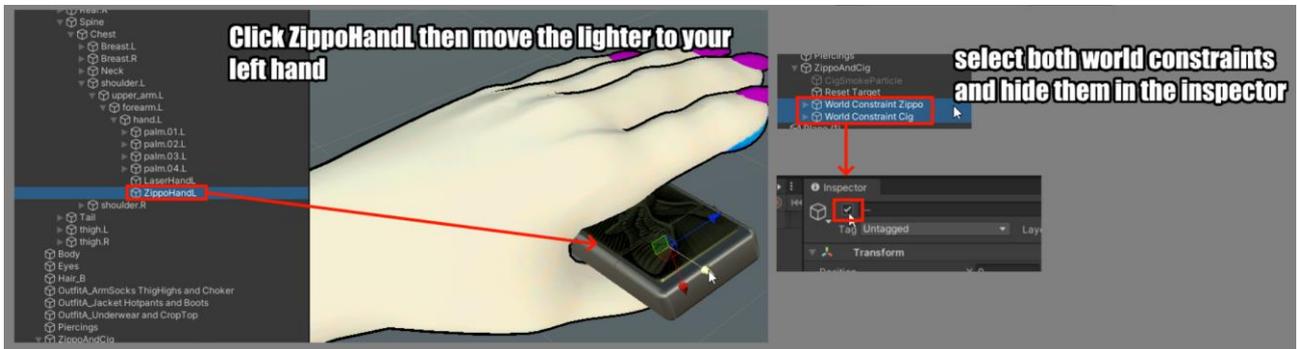
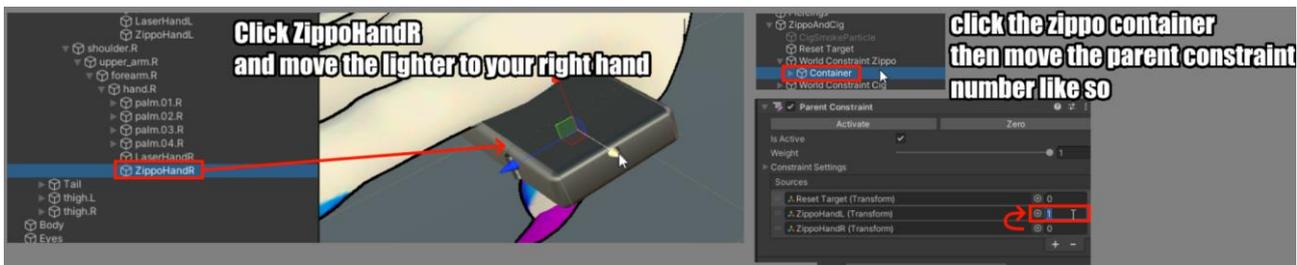
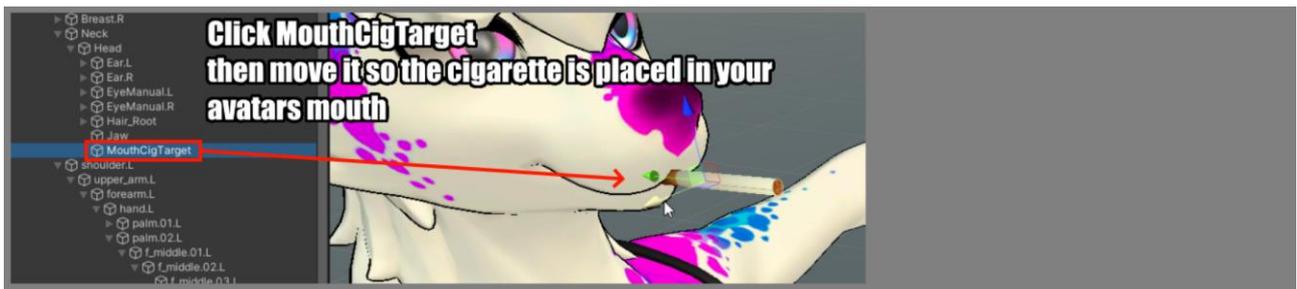
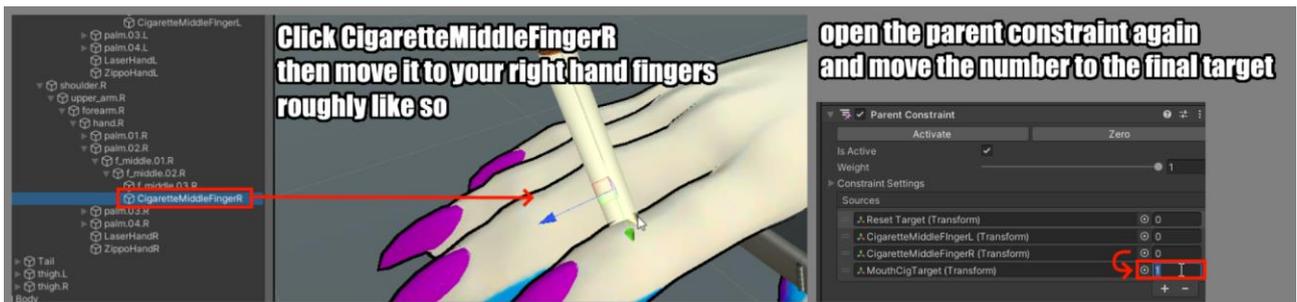
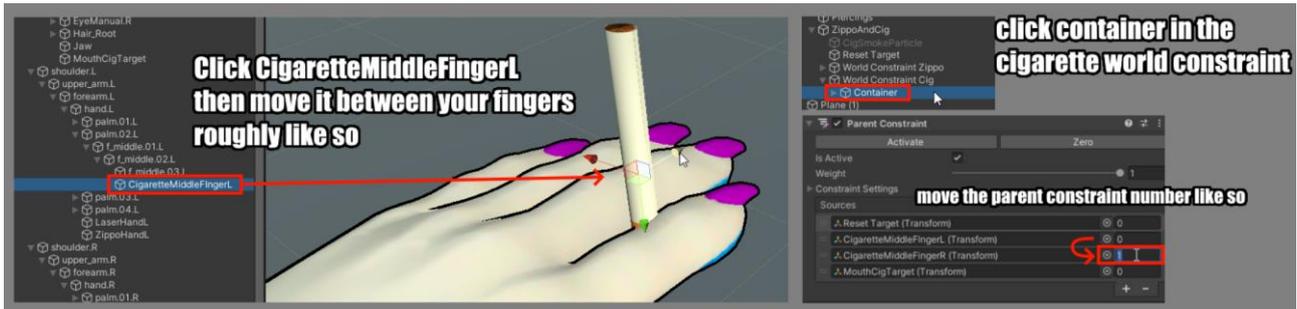
don't move these anywhere, they stay on the avatars main hierarchy

- Your Avatar
 - Armature
 - Hips
 - Rear.L
 - Rear.R
 - Spine
 - Chest
 - Breast.L
 - Breast.R
 - Neck
 - Head
 - Ear.L
 - Ear.R
 - EyeManual.L
 - EyeManual.R
 - Hair_Root
 - Jaw
 - MouthCigTarget

- ZippoAndCig
 - MouthCigTarget
 - ZippoHandL
 - CigaretteMiddleFingerL
 - ZippoHandR
 - CigaretteMiddleFingerR
 - CigSmokeParticle
 - Reset Target
 - World Constraint Zippo
 - World Constraint Cig

- Tail
- thigh.L
- thigh.R
- Body
- Eyes
- Hair_B
- OutfitA_ArmSocks ThighHighs and Choker
- OutfitA_Jacket Hotpants and Boots
- OutfitA_Underwear and CropTop
- Piercings
- ZippoAndCig
 - CigSmokeParticle
 - Reset Target
 - World Constraint Zippo
 - World Constraint Cig

Step 4 – Fitting to your avatar



Step 5 – Merging animations

Open VRLabs -> Avatar 3.0 manager
(if you do not have this button, ensure you imported it)

Drag your avatar into the avatar bar

open FX

click Add animator to merge

Drag either CigFX WD_ON or CigFX WD_OFF depending on whether or not your avatar uses Write Defaults ON or OFF

if confused, see Write Defaults text file, included in the zip

then merge on current

The screenshot shows the 'Avatars 3.0 Manager' window with 'Your Avatar' selected in the avatar bar. The 'FX' toggle is turned on. The 'Add animator to merge' button is highlighted. Below, the 'Merge Animator Mode' window shows 'CigFX WD_ON' selected as the animator. At the bottom, the 'CigFX WD...' assets are highlighted in the asset browser.

then merge on current

The screenshot shows a close-up of the 'Merge on current' button in the Merge Animator Mode window, which is highlighted with a red box.

Open the parameters button

Drag CigParam into the bar here then click Copy parameters

The screenshot shows the 'Parameters' menu in the 'Copy parameters' window with the 'CigParam' option highlighted. Below, the 'CigParam' asset is highlighted in the asset browser.



Here is a reminder of how the gesture controls work:

- Toggle the cigarette and lighter in the menu
- Thumbs up (twice) to turn on the zippo lighter
- Place the flame over the end of the cigarette to light it
- Swap held hand by putting hands close together, then opening the hand with the item in it to swap it to the other hand
- Open both hands to drop the items in the world as constraints
- Open hand with cigarette near head to place cigarette in mouth
- While holding cigarette, peace sign to blow smoke. If it is the mouth, it is always right hand peace sign to blow smoke
- Rocker gesture while holding cigarette to reset the cigarette/toggle it off
- Cigar works identically to cigarette.