Introduction

Welcome! This is a guide geared sorely towards making the Avatars you create or buy as performant as they possibly can in VRChat.

VRChat for the longest time has been very flexible on PC in terms of how Avatars perform on the platform, but it has never been perfect. There are a lot of other things that can contribute towards how an Avatar performs on your Computer vs. how it is rendered to another user. Things such as Texture Memory (VRAM), Materials, and so forth. This guide will go over many of those things that should be taken as reference so as to make sure the Avatars you wear do not hinder another person's Computer.

> It is expected that you are already familiar with creating Avatars and using the VRChat SDK! If you are new to Avatar Creation, I highly suggest you follow some other guides before reading this! Everything in this book is going to go into a lot of technical detail that may be too much to comprehend for a first-time user, so I highly recommend familiarizing yourself with VRChat Content Creation before following this guide!

This guide of course is not perfect, but will provide a good sensible idea on things that you, the creator, should look out for when publishing your own Avatars to VRChat.

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