Never Stop Learning

So you've finished, now what?

The first thing I would recommend is to start using version control on your important projects, which is like keeping backups that you can revert to in case something breaks. There is a tutorial here about how to setup a local repository in Unity using SourceTree.

https://youtube.com/playlist?list=PL-05SQhI5rIZ0no3SfhqzAl7cxM0MBJCX

If you want additional information, on making VRChat content, I made a compendium for it on Steam Guides https://steamcommunity.com/sharedfiles/filedetails/?id=2190684978 and also on a new website called VRCLibrary which you should totally check out!

If you want to learn how to make your own 3D models, you've probably heard of the software Blender. It is a 3D suite where you can make pretty much any game asset you want. I would first recommend following CGMatter's 2 Blender for Beginners videos

https://youtu.be/85Xu93bsN34

https://youtu.be/ebzGMqVg_h0

and then looking up tutorials or in the documentation for whatever skills you need to learn.

Unfortunately, I haven't been able to find a perfect course for creating game assets; Blender Guru's donut tutorial is the most popular Blender tutorial series but it is not intended for making game assets, and I personally don't like his unscripted tutorials.

However some of his scripted tutorials are quite good, like his one on how to create archviz. It covers not just the technical skills but also the artistic skills when making 3D architecture, like where to get references and how to use them. Keep in mind that it is designed around Blender and doesn't take into account the technical limitations of real time interactive software like Unity or VRChat. TL;DR don't use absurdly high quality assets for VRChat worlds.

If you want to learn more about coding, I'd recommend this free beginner video course by Brackeys https://youtube.com/playlist?list=PLPV2KyIb3jR4CtEelGPsmPzlvP7ISPYzR. It covers C# (which Unity uses) and you can make Udon scripts with it by using UdonSharp https://github.com/MerlinVR/UdonSharp. I didn't cover UdonSharp here because this is meant to be beginner friendly and I only wanted to use Unity to keep the tutorial simple.

Never stop learning and adding to your toolset!