

Easy Avatar Hue Shift!

(VRCFury)

Here's how you can easily make a hue shift for a material for your avatar by using VRCFury!

1. First use a shader that has a hue shift like [Poiyomi!](#) [lilToon](#) also works but is a bit more tricky! I'll go over both!
2. [Install VRCFury](#) if you haven't already!
3. Click the mesh that has the material you want to toggle.
4. Click add component and add a VRCFury Toggle component.
(You can add it on any part of the avatar as far as I know, but adding it to the gameobject that has the mesh with the material makes it easier to access that material and also keeps your toggles organized and intuitive).
5. Click add and then click "Material Property".
6. Click "Options" and click "Use Slider Wheel". Also click "Save Between Worlds" if you don't want it to reset on world change or game restart.
7. If you are using a shader like Poiyomi, right click the hue shift and set it to "Animated (when locked)". Right click it again and click "Copy Property Name". Then go back to your VRCFury toggle component and paste the name in the property box.
8. If you're using a different shader which you can't right click to copy the property name, you will have to search for it instead. It might be under hue, or in the case of lilToon, `_MainTexHSVG`.
NOTE: the property names are NOT the same as the text that appears in the inspector! Worst comes to worst, you can click the edit button next to the shader dropdown of your material to see the code of the shader and find the property name.
9. If using Poiyomi, set the value to 1. This is so it starts at 0, 0% and then cycles through all the hues until it gets back to the initial color at 1, or 100%.
10. In the case of lilToon, HSVG is a 4 dimensional value that encompasses the hue and 3 other properties. You may think that you only need to put 1 for the X value, but you actually need to put 1 for XYZ and W.
11. Test it with gesture manager (included in the VCC)! If everything works then you did it correctly!

And that's it! If you have any questions, [look at the documentation!](#)

Revision #2

Created 2024-10-17 02:42:12 UTC by Iconoclass

Updated 2024-10-17 02:54:12 UTC by Iconoclass