

Sheru's booth.pm avatar guide

A beginners guide for people new to VRChat avatars.

This guide is specifically geared towards people that have or are about to buy a avatar from the market place called booth.pm

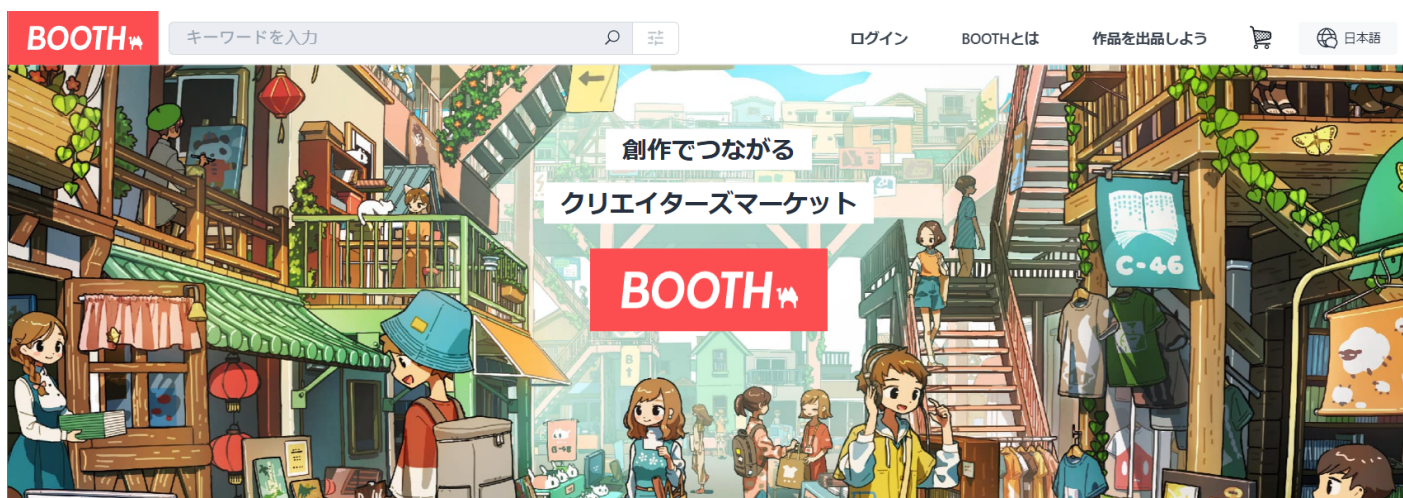
I will cover basic roadblocks that a user new to booth.pm might encounter when acquiring and uploading an avatar in this category.

2026-02-12 General updates to fix some broken URLs and grammar.

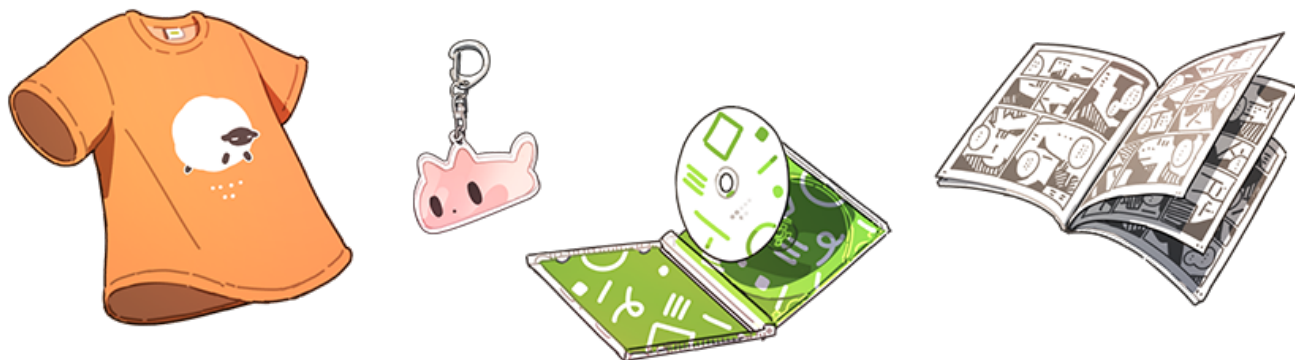
- [What is booth.pm and for who is this guide?](#)
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What is booth.pm and for who is this guide?

What is booth.pm?

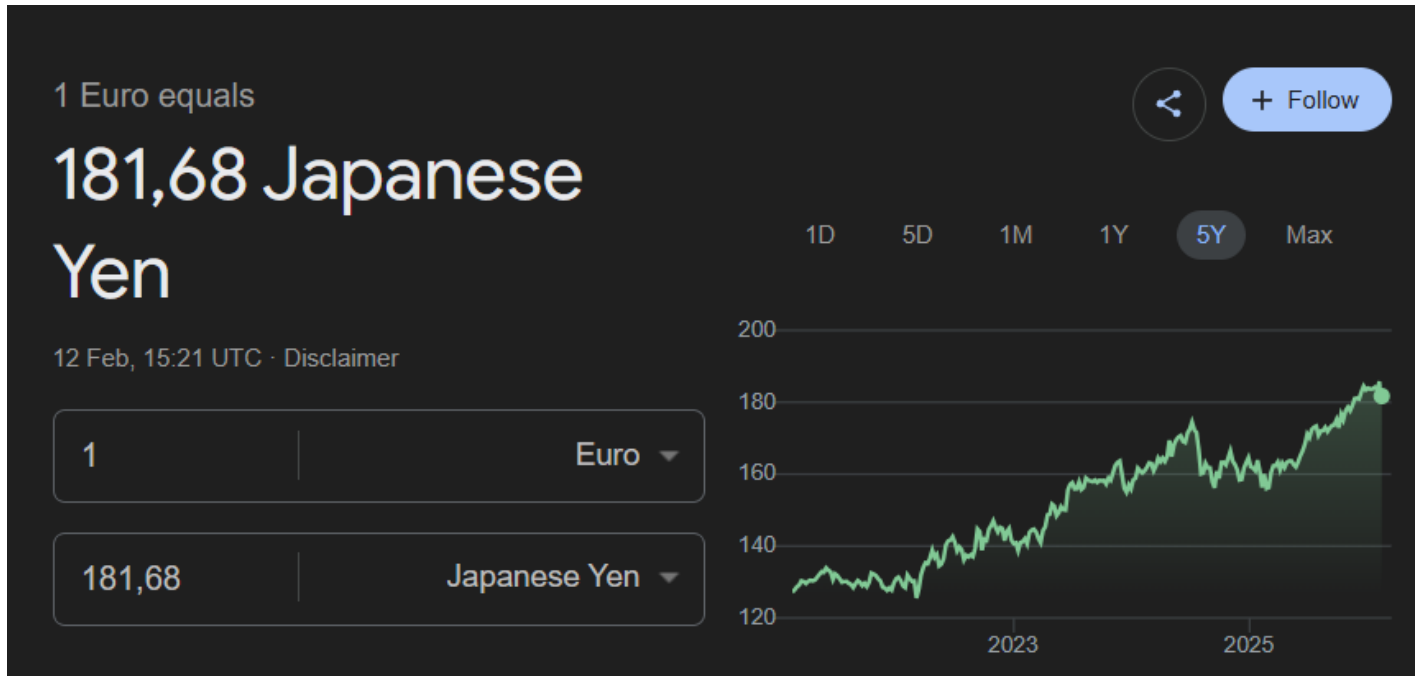


Booth.pm is a Japanese website where independent professionals can distribute their creations. And [pixiv](#), the owner of booth puts a spin on it by saying "[Creative activities are now more enjoyable](#)". These creations vary wildly, but mostly focus on things like bags, clothing, acrylic stands, 3d models, jewelry, music, services, stickers and art. This all in a setting that most people would categorize as "homemade".



In 2025 this market ballooned to a small powerhouse, generating almost [68 million dollars](#) in revenue just on 3D assets alone.

These days it can be seriously attractive for Western users to buy from booth.pm as the value of the yen compared to the [Dollar](#) and [Euro](#) tend to be highly in their favour. Compared to 5 years ago, this can go up to a 40% increase in purchase power.



Since booth.pm is a Japanese website, the content tends to be focused on the Japanese speaking demographic. The people selling their products usually don't speak English and can be limited in their ability to write English. Those that sell 3D models specifically for VRChat will assume you have some basic understanding of Unity, VRChat and/or be able to comprehend Japanese.

For the past 5 years I have noticed an increase of creators that adopt a bilingual or even trilingual shop interface. Usually in the form of Japanese, Korean and English.

Over the past years I have met some people in VRChat that were disappointed with their first time purchase or at least had a hard time getting their 3D asset/avatar to work.

This was for me the reason to make this guide so you don't need to pull hairs out of your head or clash with a language barrier to get basic questions answered.

This guide will cover:

- Explain the website booth.pm and their creators.
- Advice on deciphering Japanese text.
- Zip file issues.
- VRChat Creator Companion (VCC) - WiP

Yet to be included:

- Unity installation. (up for debate if this still needs to be included)
- What version of SDK to use. (up for debate if this still needs to be included)
- Additional shaders and scripts. (up for debate if this still needs to be included)
- Dynamic bone shenanigans. (up for debate if this still needs to be included)
- Unity basics. (up for debate if this still needs to be included)
- Photoshop basics. (up for debate if this still needs to be included)

This guide will not cover:

- Complex Unity/Udon.
- Learning Japanese
- Uploading avatars with Quest compatibility. (requested feature)
- Blender/Maya/3D modeling.
- Making adjustments to UV/Masks.
- SDK 2 to 3 conversions.

The goal of this guide

With this guide you should be able to understand what is going on with avatars you acquire from booth.pm

But before you even buy an avatar on booth.pm you need to become aware of certain hidden costs, efforts and VRChat requirements that we will cover in the next chapter.

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Hidden costs, efforts and requirements

Hidden costs

Some avatars/items on booth.pm require you to already possess certain things. For example, a base model, paid scripts and/or programs like Photoshop to make full use of all the features that are offered.

This can add up quite a bit if it's your first initial purchase. For example you buy a simple avatar for ¥1500 (about 15 dollars) and then realize in order to make full use of the avatar, you need the dynamic bones script. But that's gonna set you back another 20 dollars so the total initial cost is more like 35 dollars.

Be sure to check this before blindly slamming the buy button.

Also keep in mind that in general that booth doesn't do refunds since the buyer receives goods that can't be returned.

For those that want to modify their avatars.

If you're considering to change the textures that come with the avatar, you will most likely need a piece of software to edit these textures. Below some recommendations.

In case you're interested in legally using photoshop I would recommend the Photography subscription plan from Adobe. This includes Lightroom and Photoshop for a "reasonable" 24 euro/20 dollars per month.

(this used to be a lot cheaper a few years ago, roughly 10 to 12 dollars per month. Sometimes Adobe has sale periods that offers Photoshop stand alone for roughly 11 dollars a month.) Photoshop is quite popular among certain creators, and some are true masters of creating very detailed and well organized PSD files.

Other programs I notice that are used are [CLIP STUDIO](#) , [Krita](#) and [GIMP](#) with the advantage that these are a lot cheaper or even free to use. But you potentially can have some issues with certain specific photoshop features that won't work here.

I recently started using Krita, and I must say that I'm often pleasantly surprised how well it works with PSD files.

Hidden efforts

The content sold on booth.pm contains mostly Japanese, like certain settings in these avatars are in Japanese. Things like tags, descriptions, file names, annotations, etc., there is a high chance it's all in Japanese. This can be a real head scratcher if you try to find or change something in your Avatar project.

Most Japanese users that distribute their items/models on booth.pm barely speak English. They will do their best to communicate with you, but this won't guarantee that it will solve your issue. If communication is a problem you might need to do quite a bit of research, use translation tools, read this guide, learn Japanese or ask someone who can speak and/or write Japanese to help you out or communicate on your behalf.

Also keep in mind that some creators will try to use English in their projects, but they contain spelling errors. This might cause extra effort in trying to figure out why something is not named as expected and/or will give you a hard time locating a certain item in your Unity project.

VRChat requirements

Of course VRChat has its own requirements you need to comply with.

You need a VRChat account (not a platform account like a Steam/Meta/Viveport/Pico account version!) and need to comply with the [VRChat Trust System \(Content Gating\)](#) before you can upload an avatar.

If you have questions about platform accounts and how to merge them with your actual VRChat account, please check out the [VRChat Help Desk page](#).

It perhaps sounds logical, but it's not the first time I helped someone and then realize that this person can't even upload an avatar because the above requirements are not met yet.

If you are new to VRChat or need more basic information about VRChat [then please read this handy guide](#).

With all this out of the way, let's start!

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The language barrier

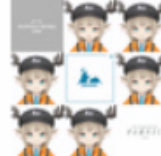
Almost all 3D model items from booth.pm will have their basic requirements listed on their item store page. And to no one's surprise these are usually written down in Japanese.

Translation

Since learning Japanese is not covered in this guide, I will present the second best option and that is to use a translation tool.

I recommend using <https://deepl.com> as the default translation tool. From personal experiences, Google Translate has too many issues with grasping the correct context. For situations like translating pieces of text from a website or a program like Discord, DeepL can be used very effectively and for free.

Example of the DeepL translation tool with the Chrome plug-in



ケモノファブリックより典樹 x モリオン航空で制作している
トナカイの少女『KRONOS』の「YOYOGI MORI CHIBI」ライン、『KRONOS
CHIBI』発売予定です！



 Translate into: **English** 

Noriki x Morion Airlines from Kemono Fabrics
YOYOGI MORI CHIBI" line of reindeer girl "KRONOS", "KRONOS CHIBI" will
be released!

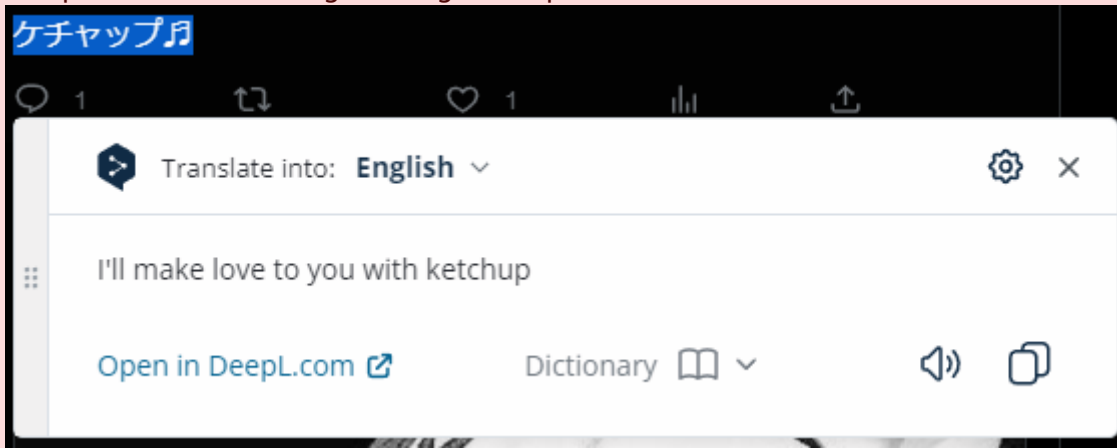
 [Open in DeepL.com](#) 

Dictionary  

A major downside to DeepL would be that at moments it is too enthusiastic with trying to grasp the context. This sometimes causes it to leave out sentences with crucial information. Another issue is that it relies heavily on punctuation, but this is not always adhered to in casual Japanese writing. And probably due to this, it also has a hard time dealing with special characters. I highly recommend to exclude (sanitize) any special characters like emoji and musical notes from the translation input. And also make sure that when sentences are broken up without punctuation, that it might be a good idea to add punctuation or translate lines of text individually.

DeepL translation can go wrong with special characters.



Always be weary of the accuracy of the translation and when in doubt use an alternative translation tool and/or ask for help from someone that has a firm understanding of the Japanese language.

Luckily most requirements tend to be mentioned with their official English name. Things like the name of the shader or a specific script like Dynamic Bones. If shaders and/or scripts are not mentioned then there is a chance they are not needed or are included with the package.

Here an example of well defined and correctly listed requirements.

■事前に必要なアセット・ツール

■前提アセット / Requirements

AAO: Avatar Optimizer 1.8.13

lilToon 2.2.1

Modular Avatar 1.13.4

VRChat SDK - Avatars 3.8.2

VRChat SDK - Base 3.8.2

Licensing/Legal

this section is nominated for a rewrite

It's very likely there will also be instructions regarding how you may use the avatar. A lot of creators do not want their avatar to be used in a certain commercial setting. And you can be quite sure that it is not allowed to redistribute the avatar. If you're looking for an avatar from a Japanese

creator that you can distribute on your own behalf then I recommend to read more about that in the section "Cultural barrier".

If you still want to use it for a commercial setting then I highly recommend to get in contact with someone that can read/write Japanese very well and have them contact the creator on your behalf.

Many avatar creators also have limitations in what context you can use the avatar, examples like: for political, religious and/or sexual situations are usually not allowed. Or the creator expects you to use common sense.

The contents of the license might sound silly to you, but I still highly recommend to comply with it. The copyright issue in Japan is a hot potato, and sadly many people in Japan do not enjoy the same protection from the law as a lot of western users do.

Failing to comply with a license may result in a host of issues that are beyond the scope of this manual.

Cultural barrier

And that brings us to the cultural barrier.

Over my time in VRChat for the past 5 years, I have spoken with several users that contacted creators on booth.pm with requests and commissions. A lot of times the interactions are described as alien from both the customer perspective as well as the avatar creator perspective. (still requesting more information and examples for this)

What I have seen so far is that quite a few of the popular avatar creators are professional model creators, they make VRChat avatars for fun to practice their craft and/or earn a bit of money on the side. When they are approached for a commission then this usually takes place inside VRChat and/or they are introduced to the client by someone they know. The official communication for the project then usually takes place in private on Twitter messages, booth messages, e-mail or on discord.

Depending on the users wishes, a expected price point will be decided. This is calculated based on key factors like "Is good concept art available?", "time scheduling" and "difficulty of the project".

Requests like "Make a replica of a certain copyrighted character (without the rights)", "requests to make something way below the bar of what the creator is capable to do" or "I don't have any concept art, but it must look cool" will usually get instantly rejected.

It is also very possible that the creator for it's real job actually works on a project that is related to what you're requesting, In those situations the creator might decide that based on "conflict of interest" it will not accept the job.

Some customers are also really surprised about the large price tags that Japanese creators put on their work. From scratch projects that are provided with original concept art can easily go up from 1500 to 3500 USD. (citation needed)

Japanese creators also have dilemmas that they heavily worry about a lot. Things like:

- If the customer can't communicate in Japanese, can I then understand and interpret the wishes of the customer correctly?
- Will the customer understand my standpoints when we encounter a problem in the project?
- This avatar concept is a design nightmare, will the customer get angry if I point that out?

In these situations Japanese people tend to avoid confrontation. Even though the offer might be financially attractive, in the end they tend to refuse the request when they realise they have to deal with these issues.

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What you need to know about Zip files

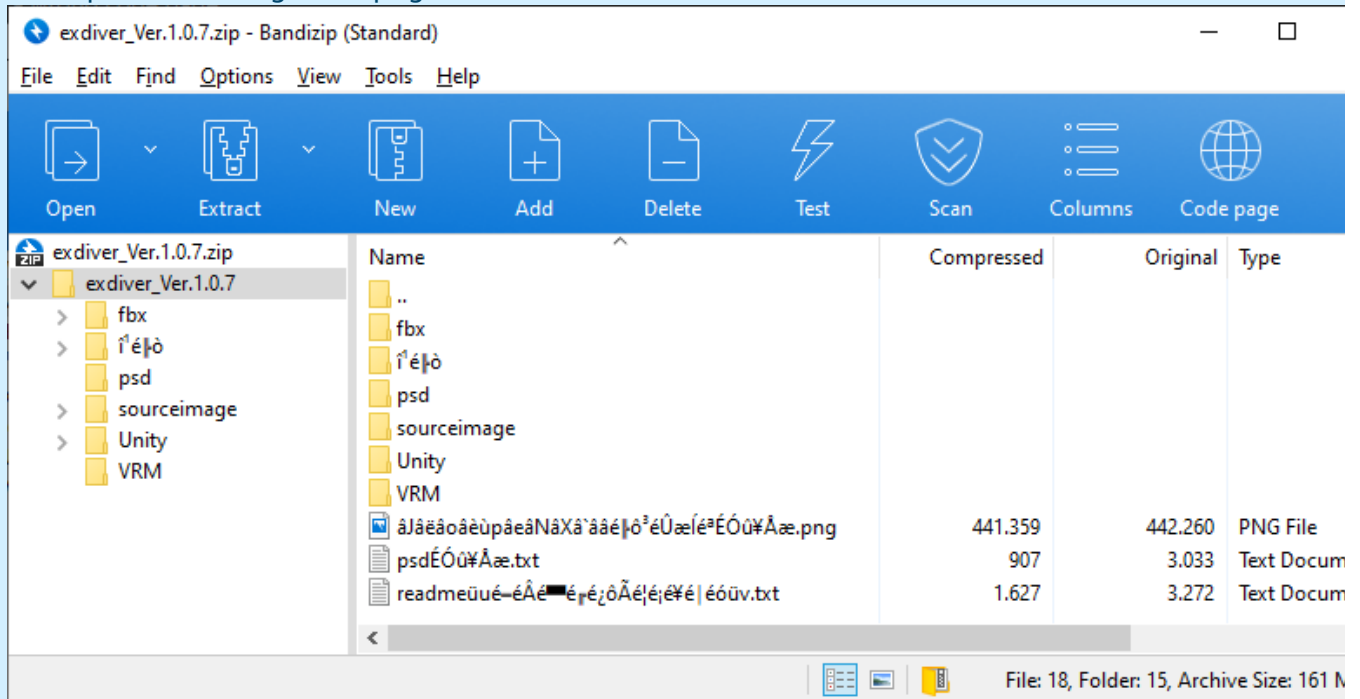
Deciphering the store page might not provide all the necessary information. The next logical step would be to look for a readme file in the downloaded zip file, but this is where we potentially encounter our first serious roadblock. This is usually the first point that people are starting to get really confused about their purchase.

Code page shenanigans

As some will know, the written language in most Asian countries is completely different from western countries. To make this work on a computer it will need a different underlying code page to deal with all the extra characters. This means that if your computer is not set up for the correct code page, it might not display everything correctly. This explanation is oversimplified, if you want to get more in to the technical aspect of this then please look this up [here](#).

If you open a zip file that contains Japanese text, there is a pretty big chance that it will look like a pile of garbled unreadable characters. Some folders and files might also be missing. This does not mean that the zip file is broken, it simply uses the wrong code page to display the content of the zip file.

Example of a wrong code page



But a lot of people will think "oh, can't read the contents, but the files are fine right?" and continue extracting the zip file and start using them in Unity. Well, this is the point where it can go seriously wrong. I don't understand the exact science behind it, but I have seen cases where this codepage issue keeps following you even inside unity package files.

There are many ways to get around this, but IMHO the easiest way to solve this with the least amount of intrusion is to have a zip file manager that allows you to change the code page.

For this I personally recommend the free to use program Bandizip.

You can download it for free here : <https://www.bandisoft.com/bandizip/>

When you open a zip file with Bandizip you can easily change the code page with the "Code page" button at the top right to the correct code page. After that you can extract the contents as intended.

For people that use [Winrar](#) version 5.4 or higher, you can use the keyboard shortcut `Ctrl + E` and select the correct language.

For people that use [7-Zip](#). Eeeh yeah.. I'm sorry, although 7-Zip can handle these files, it does require a command console to make it work. Documentation about this is sparse, so I can't really provide a simple solution for it. In case you're wondering, you will need command `-mcp 932` (932 stands for Japanese). This is not something I would personally recommend for beginners.

From personal experience I can confirm that most other zip file managers do not have a user friendly built-in option for this.

Warning!

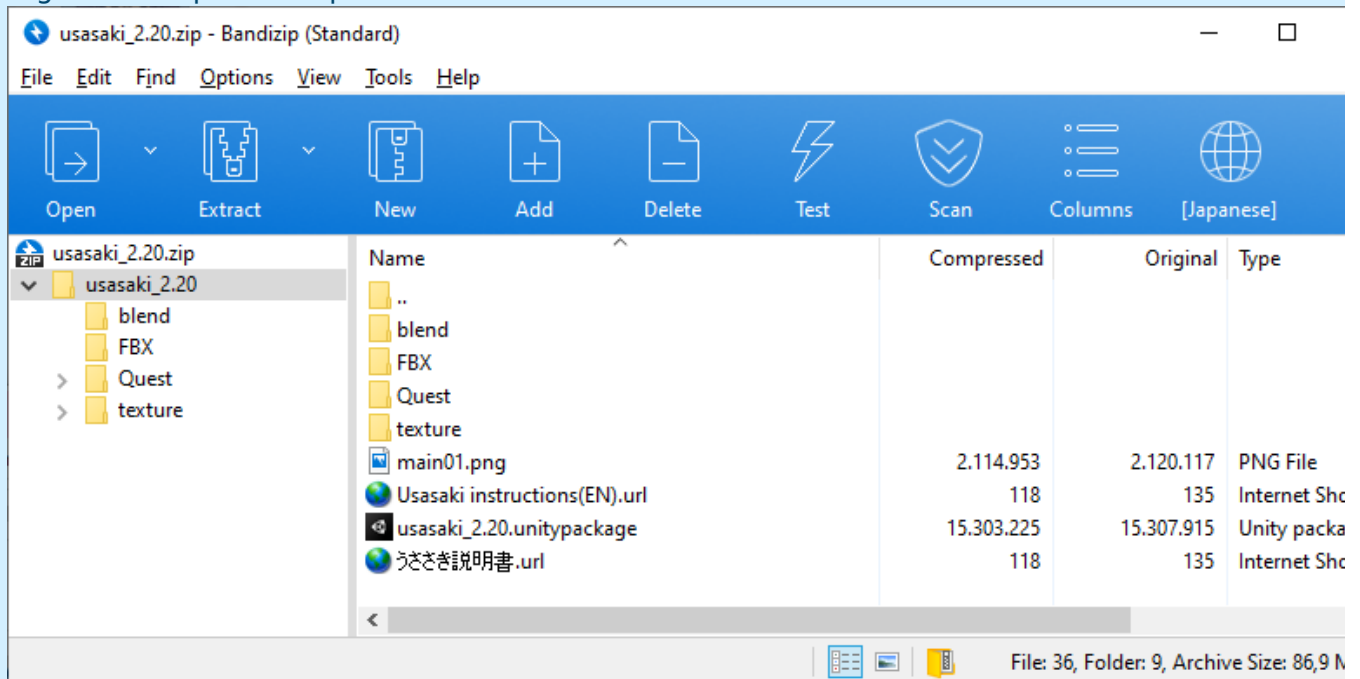
If you extract the contents of a zip file with the wrong code page and you import these files into Unity, the avatar might not function correctly and/or generate errors when trying to upload. Errors can appear that indicate files/textures are missing and/or parts of your avatar are not displaying correctly. It is also possible that the avatar is showing incorrect stats that do not comply with what is advertised on the booth store page.

Before you ask for help in these situations, please make sure you extracted your zip file correctly!

Unexpected files

There is currently no universal standard on how to distribute an avatar for VRChat. I have seen projects come in all sizes and shapes. What I consider the gold standard is a zip file that contains several folders that are containing things like textures, PSD, FBX/Blender/VRM files, usually in the root a readme file or a URL to instructions and a unity package file.

A good example of a zip file



This is however not always the case.

It is possible that only a unitypackage is provided with no extra information or files. This is not really the ideal situation, especially the lack of resources to modify textures and mesh files can be disappointing. And without a readme file you will need to look up the booth website every time you forgot what shader to use since a readme file will usually tell you what shader you need.

But before you get too disappointed, make sure to check the content of the unitypackage file. It is possible that additional files like blender/FBX and PSD files are included in there.

If they are included with the unitypackage file then you will be able to find these files in the project folder after you imported them to your Unity project. This can potentially bloat the size of your project folder, but for some creators this workflow makes sense to have the files there.

These extra files will in general not affect the size of the avatar when uploaded to VRChat.

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Actually uploading an avatar

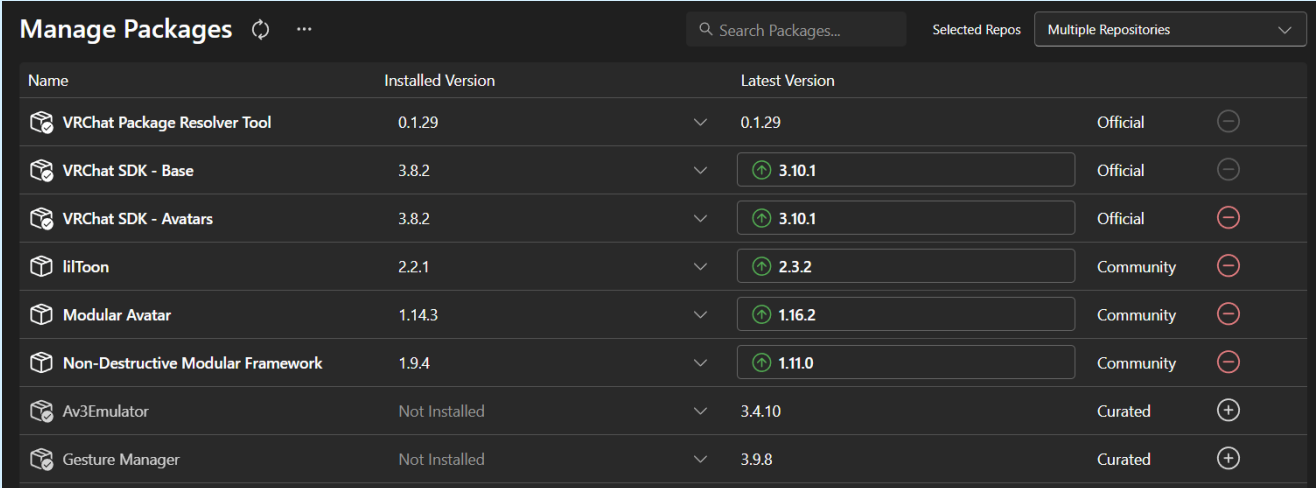
This part is being worked on.

VRC Creator Companion

Although it's possible to maintain projects manually with only having Unity installed (and until VCC was introduced, this was the norm), I do highly recommend to use the VRC Creator Companion or VCC for short.

These days most shader and tool creators have all their projects compatible with VCC, and keeping track of if you have updated these yes or no is trivially easy when using VCC.

When you manage a project, it clearly informs you about new versions.



Name	Installed Version	Latest Version	
VRChat Package Resolver Tool	0.1.29	0.1.29	Official
VRChat SDK - Base	3.8.2	3.10.1	Official
VRChat SDK - Avatars	3.8.2	3.10.1	Official
liiToon	2.2.1	2.3.2	Community
Modular Avatar	1.14.3	1.16.2	Community
Non-Destructive Modular Framework	1.9.4	1.11.0	Community
Av3Emulator	Not Installed	3.4.10	Curated
Gesture Manager	Not Installed	3.9.8	Curated

Also during the installation VCC will guide you directly towards what version of Unity you need and will warn you when things are not in order.

Unity version

The current Unity build used in VRChat can change over time, at the time of writing the version is [2022.3.22f1](#).

But if you want to be absolutely sure about the latest version in use then please check the [creators.vrchat.com](#) website.

Some older avatars on booth might still use version 2019.4.31f1, VCC allows you to create a project based on this version. (it does require you to install this version of Unity as well) But it is recommended to upgrade your project to the latest version. Information about upgrading to 2022 can be found [here](#).

SDK version

SDK is usually very straightforward, most creators will mention they use SDK3 or say their project is VRChat compatible. This is the same or newer version that VCC will install per default.

Please be aware that SDK2 is considered obsolete and will no longer be maintained for features and is officially by VRChat referred to as a [Legacy SDK](#). This also means SDK2 can no longer be downloaded from the VRChat website.

Keep in mind that SDK2 on top of being obsolete it is now in the status of being deprecated. You can read all about that [here](#).

If you are new to uploading VRChat avatars then I would highly recommend to avoid acquiring avatars that list SDK2 as a requirement.

Shaders

Shaders can usually be found on booth.pm or [GitHub](#). If you can't find the shader because the website/project no longer exists then always double check if the shader is included with the package. Google can also be a great help to find a specific shader.

Common shaders that are used these days for avatars are the [lilToon shader](#) and [poi-yomi shader](#).

Less common used shaders these days are UnityChan Toonshader2.0, Jewelry Shader and ArkToon shaders. ArkToon and Jewelry Shader have kicked the bucket in favor of lilToon, most projects that used these old shaders have upgraded their project to use liltoon. If this is not the case then you would need to manually change this.

There are also a few exceptions to this, some creators decided to include their own custom shaders to add features they need and/or avoid explaining to their customers what shader they actually need. For example yoyogi mori, although they recently also joined the lilToon bandwagon. They do provide a special tool (lil YM extension) to enable certain specific Yoyogi Mori features with lilToon.

Modular Avatar

Modular Avatar is a popular feature that has been introduced back in 2023 and can be found on many items and avatars.

This system allows you to simply add items to your avatars by drag and drop them in Unity on to your avatar. This can be easily added to your project If you have VCC installed. Download and documentation can be found [here](#) in both Japanese and English.

Dynamic bones

Dynamic bones is a separate package from the [unity store website](#). You can buy this for +/- 20 dollars. If you are stuck on a budget then it's worth waiting and keeping an eye on it as it often goes on sale with a neat 50% discount.

Once you own dynamic bones, you can apply it to any unity project you want. Including your own projects when you perhaps make your own avatar in the future. There are also plenty of guides on YouTube that will help you add dynamic bones to avatars that don't use Dynamic Bones.

NOTICE!!!

Please be aware that [PhysBones has been released](#), this feature is provided by VRChat for free and is included with the current version of SDK3. This feature replaces Dynamic Bones!

The sole reason you would still need Dynamic Bones is when you want to import an old avatar with Dynamic Bones and convert them to Physic Bones. This conversion can't be done without the Dynamic Bones package.

List of obsolete shaders [UnityChanToonShader](#), [ArkToonShader](#), [JewelryShader](#)

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Sources

Sources used

BOOTH 3D Model Category Transaction results released in 2026

<https://inside.pixiv.blog/2026/02/06/110000>

BOOTH 3D Model Category Transaction results released in 2025

<https://inside.pixiv.blog/2025/02/19/114500>

BOOTH 3D Model Category Transaction results released in 2024

<https://inside.pixiv.blog/2024/01/31/120000>

BOOTH 3D Model Category Transaction results released in 2023

<https://inside.pixiv.blog/2023/01/31/120000>