

Actually uploading an avatar

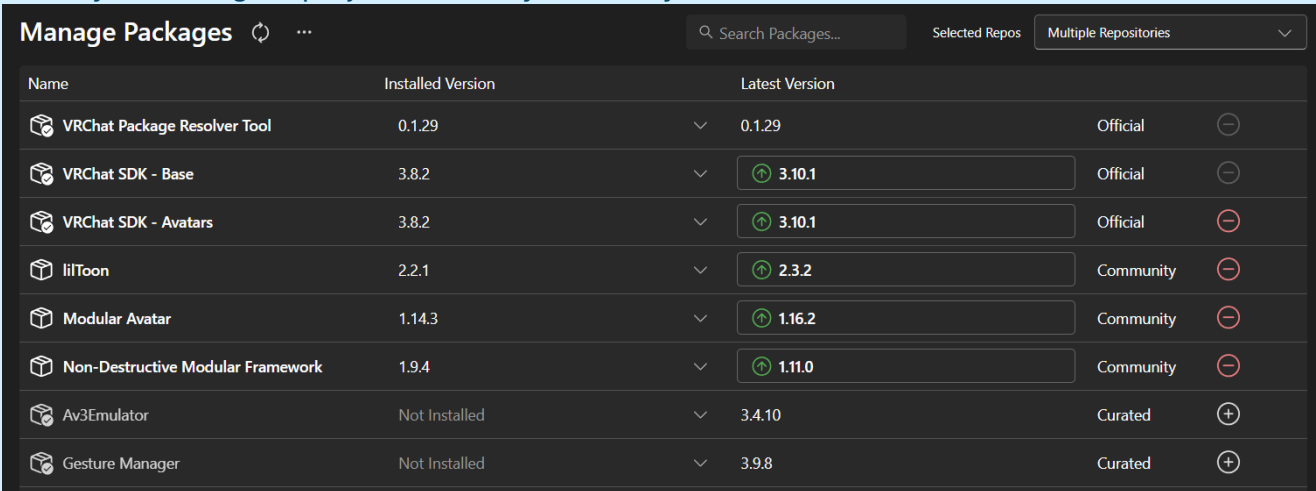
This part is being worked on.

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	Source	Action
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	—
lilToon	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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