

Basic Upload

Finding avatars

Avatars are commonly found on **digital asset marketplace sites** like booth.pm and Gumroad. Jinxy is another alternative, more similar to the content on Gumroad. Avatown is an alternative that kind of sells everything.

[Booth](#): Anime girl aesthetics similar to those found in actual anime. Heavy Japanese creator presence and you have to pay in Japanese Yen (or through Paypal).

Since the site can be hard to navigate, [Boothplorer](#) helps a ton with finding avatars and compatible clothing.

[Gumroad](#): Heavier on western creators. Mainly furry and western anime-inspired humanoids with e-girl/e-boy aesthetics (and usually very unoptimized - sorry, just had to mention that).

[Jinxy](#): Basically Gumroad but focused on VRChat exclusively.

[Avatown](#): Sells all genres. Also focused on VRChat exclusively.

Guide to free avatar models [gitlab.com]

Avatar base and accessory hunting [vrchat.fandom.com]

Uploading Avatars

<https://www.youtube.com/embed/bSwMz4WcajQ>

[Creating Your First Avatar](#) (Official Guide)

Below is a (DATED) alternative guide for importing FBX models (non-full packages) utilizing [Pumkin's Avatar Tools](#).

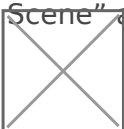
1. Create a new Avatar project in the VCC, and add Pumkin's Avatar Tools. New options will appear on the top row of Unity: VRCSDK>Show Control panel & Tools>Pumkin's Avatar Tools.
2. Don't forget to add shaders such as liltoon or poiyomi if your avatar needs toon shading.
3. Import your avatar's FBX file and all of its textures.
4. Right click in the Project window. Select Create>Material. In the Inspector window, change the shader to one like poiyomi (or VRChat>Mobile>Toon Lit or VRChat>Mobile>Standard Lite for Quest). Duplicate (Ctrl+D) this material enough times until you have a material for every texture.

OR

Click on your FBX. In the inspector, click the materials tab, and then click extract materials. Change the shader (if needed) and fill in the textures.

5. Click on an empty material, and drag a texture to it in the Inspector window. Do this for all your textures.
6. Click on the FBX file in the Project window. In the Inspector, click rig, and under the dropdown select humanoid (if the avatar is a humanoid) and click apply.
7. Under the Materials tab of your FBX, click and drag the materials into their material slots, then click apply.

8. Drag the FBX into the Scene window. Reset the transform by clicking  (the gear icon) and clicking Reset Transform. [This will center the avatar and set its scale to 1].

9. At the top bar, go to Pumkin>Tools>Avatar Tools. Click "Select from Scene" and then  "Quick Setup Avatar". Also click "Fill Visiemes" and "Fill Eye Bones".

10. At the top bar, open VRCSDK>Show Control Panel. Login, go to the builder tab, auto-fix all the red errors.
11. Fill in the info.

12. Click “Build and Publish for Windows”.

You can change your avatar's size/scale through Pumkin's tools!

If you scale without the tools don't forget to re-position the viewpoint!

Setting a solid color background is easy! Under the camera component, change Clear Flags to “Solid Color” and click the color box to pick a custom color!

You can also make interesting custom avatar PFPs through Pumkin’s Avatar Tools!

Upload an image as an avatar’s profile pic by importing an image, and in the Inspector change Texture Type from "Default" to "Sprite" and the camera from "Perspective" to "Orthographic".

(Uploading an avatar can be confusing for a beginner. I hope to make a concise video tutorial in the future. I will also explain common errors some users may encounter and how to overcome them. It will likely be aimed toward complete beginners, teaching only what you need to know for first uploading pre-made avatars in Unity.)

Troubleshooting

If your avatar has unshaded purple-pink sections:

1. Find the material (the file with the sphere thumbnail)
2. Change the shader (the dropdown near the top) to a different one(like Poiyomi, VRChat>Mobile>Standard Lite or VRChat>Mobile>Toon Lit

It is caused by Unity looking for a custom shader that isn’t there.

You could change it to your own custom shader or Unity’s standard, but VRChat’s shaders are simple, optimized, and look identical even when people have shaders blocked in their safety settings, so it’s best to use them first.

Later you can decide whether a more fully featured shader (Silent’s, Xiexie’s or Poiyomi) is worth using instead; of course, these shaders are more complex and require learning and toying with their features to maximize their potential.

BTW Silent’s Cel Shader is a rewrite of Cubed’s Cel Shader (which is depreciated).

You will probably want to unmap your jaw in your avatar’s rig. Click on the FBX, go to the rig tab, configure, head, select the bone assigned to the jaw and press delete, then click apply.

Ensure that the ARMATURE of your model (not your model) is set to an XYZ scale of 1,1,1.

Converting and uploading to Quest

[VRChat Cross Platform Setup](#)

My easy Quest conversion method:

1. Duplicate your avatar.
2. Press F2 and append "Quest" to the name in the hierarchy.
3. Import [EasyQuestSwitch](#), [VRCQuestTools](#) and [liNDMFMeshSimplifier](#)
4. Use VRC Quest Tools to make a Quest-ready version of the avatar.
5. Under the Upload tab of the VRCSDK window, "Switch Build Target to Android" (this will take a while).
6. Use Pumkin's Avatar Tools to remove incompatible components from the avatar (like Dynamic Bones and constraints). VRCQuestTools should already do this so this step usually isn't required.
7. Use the liNDMFMeshSimplifier component on meshes to reduce their poly count. Remember that this is Quest where people don't care as much about graphics so please be aggressive in the poly count reduction.
8. Open the VRCSDK window, fix any other errors and upload!
9. Switch back to Windows build in the VRCSDK window when done.

Video guide of how to make Quest *optimized* avatar:

<https://www.youtube.com/embed/8MkgXcidxg4>

Alternatively you can use the "Bake" settings in the Blender CATS plugin to get a quicker but inferior Quest Optimized avatar. Quest optimized avatars can be used as fallback avatars for non-Quest compatible avatars.

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