

Import Instructions:

Before importing the Aerogen .unitypackage, import the following into your project:

- * Latest VRC SDK3
- * Poyomi Toon Shader (free)

Once the package is imported, go to "Assets>Aerogen" and open the "Aerogen Preset" scene, or create your own scene and start from the prefab in "Assets>Aerogen>Prefab".


Important Notes:

My .unitypackage contains TextureCompressor v1.1 by Markcreator.

TextureCompressor automatically adds crunch compression to your textures during upload. This reduces your avatar's download size with no effect on visual quality, saving everyone a bit of lag when you switch avatars.

Changelog:

V1.3.0

- * Added a quest-compatible (unoptimized) scene and prefab. Rotation constraints and 2 physbone components were removed to achieve this.
- * Added root bones for the ears and head fluff, so one physbone component can apply to all the fluff or all 4 ears. This change also affects the .blend and rigged .fbx files.
- * Added physbones to the tongue, because I forgot  (sorry!)
- * Removed collisions from the wings, as they were colliding with the hand and making grabbing other physbones impossible.

V1.2.0

- * Dynamic bone components have been replaced with VRC physbones, colliders have been added to all affected bones.
- * My .unitypackage will no longer include Poyomi Toon moving forward, to reduce the chance of conflicts with newer versions of the shader.
- * TextureCompressor updated to v1.1.

V1.1.0

- * Removed some vertex paints that were accidentally added to the base mesh at some point. This fixes a bug where some shaders blended this with textures and left an ugly dark patch on one arm. This change has been applied to the blender project, rigged mesh, and unity package.
- * Added the custom locomotion layer I created for the Silvalux. If you are in 6-point tracking (FBT) it will disable walking/running animations when you sit or lay down. It also includes a menu toggle to disable those animations entirely, which is handy if your playspace is offset away from the floor.
- * Reduced resolution of default textures to 2k or less, as the public avatar was unintentionally using 200mb of VRAM. PSA: Apparently, crunch compressed textures do not use less VRAM, they just reduce download size.

V1.0.3

- * Corrected an issue introduced in V1.0.1 that parented the hand dynamic bone colliders to the forearms instead of the wrists and named them both "Right hand collider". These weren't used in the avatar and are only included for those who wanted to enable dynamic bone collisions.
- * Rearranged the arm hierarchy so VRC doesn't complain about the bones being in the wrong order. Elbow and wrist are now the first children of their respective parent bones, rather than being further down the list. This should have no effect on functionality.

V1.0.2

- * Corrected an issue where facial expression animations that were not meant to move the tongue instead moved it to the XYZ origin of the head.
- * Updated my base Unity project to version 2019.4.31f1.

V1.0.1

- * Updated my base Unity project to version 2019.4.29f1. No major change to avatar, just re-exported the .unitypackage in the new version of Unity, including the revisions listed below.
- * Updated Poiyomi Toon Shader (included with .unitypackage) to version 7.2.41. No change to materials.
- * Minor revisions to .blender source file and rigged .fbx are as follows:
 - * Added leaf bones to wings, tail, ears, and head fluff so their length will be correctly calculated when dynamic bones are applied.
 - * Fixed a bug where the blink blendshape also moved a vertex on the nose.
 - * Added individual left and right blink blendshapes. (This is for slightly improved VSeeFace compatibility.)

V1.0

- * Mesh had the "Shorter Feathers" blendshape turned on by default in the unity project. The animation for changing feather length set it where it should be in-game, but the avatar preview had short feathers. This blendshape is now off by default.

V0.3.1

- * Wing toggle animation now also temporarily disables dynamic bones on the wings. (This toggle works by scaling the feathers down to a single vertex in the middle of the arm. The dynamic bones were able to deform this mesh back out of the arm and make it partially visible.)
- * Cleaned up a few minor oddities in the FX animation controller and Feather Length animations. This wasn't causing issues because I had accidentally fixed them by setting their animation speed to 0. Now they're fixed properly.

V0.3 (Beta, V1.0 Release Candidate)

- * Added blendshapes for longer and shorter feathers, as well as a shape that toggles the wings off and on.
- * Added ear and fluff movements to the face emotes. Old versions without ear movements are left in the .unitypackage if anyone wants them.

- * Added animations for 3 different tail wag speeds.
- * Updated default avatar prefab to use updated face emotes and added a sub-menu for adjusting feather length, setting tail wag speed, and toggling wings.
- * Made some slight tweaks to the tail's dynamic bone parameters to make it look a bit better with the tail wag anims.
- * "Aerogen BETA V0.3.unitypackage", "Aerogen Rigged Mesh.fbx", and "Aerogen V0.3.blend" files have changed with this update. Other files are unchanged.

V0.2 (Beta)

- * Face mesh reworked. Added tongue, some extra polys for blush emotes, and emote blendshapes. All assets updated to include this new mesh. (Note: The UV map for the face has changed. "Face" is just the eyes, nose, mouth, and tongue. Visor is unchanged.)
- * Added some extra glowy details to the default textures.
- * Now including rigged and exploded .fbx files with the assets.
- * Unity package updated with facial animations and a custom FX layer. (It has a quick menu toggle to lock your facial expression in place so gestures won't update it.)
- * Unity package now includes Poiyomi Toon Shader V7.1.60, and materials are unlocked by default now.

V0.1 (Beta)

- * Initial release.