

VRChat Import Instructions:

Before importing the Rosa'vali .unitypackage, make sure you've imported the following dependencies:

- [Latest VRC SDK3 - Avatars](#)

Once the Rosa'vali .unitypackage is imported, check the setup guide in Assets>Rosavali for more info on customizing your avatar.

NeosVR Import Instructions:

Simply drag and drop the .7zbson file of your choice into the game window. A pre-configured copy of the avatar should spawn in front of you. It does *not* come with simple avatar protection by default, you will need to add that yourself.

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.

If you don't want this, simply uncheck 'Markcreator' before importing.

Changelog:

V1.0.0

- Initial release.