



INFO-SETUP-LICENSE



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[HTTPS://AIDEKO.HU/](https://aideko.hu/)

SUPPORT

IF YOU HAVE ANY PROBLEMS OR NEED HELP WITH THE PACKAGE, DROP ME A LINE.

LICENSE

THE MODEL, TEXTURES AND ANIMATION ARE THE PROPERTY OF THE AUTHOR.

THE ORIGINAL MODEL, TEXTURES AND ANIMATIONS CANNOT BE RESOLD.

THE MODEL, TEXTURES AND ANIMATIONS CAN ONLY BE MODIFIED OR UPDATED FOR YOUR OWN USE AND NOT RESOLD.

THE PACKAGE MAY NOT BE TRANSFERRED TO A THIRD PARTY.

CONTENTS OF THE PACKAGE:

A SIMPLE ONE-STEP TRACKER

→ AXO FOLLOWER SIMPLE

A 'GRAB' VERSION (IT NEEDS A LITTLE WORK)

→ AXO FOLLOWER WITH GRAB

8 DIFFERENT BODY TEXTURES

8 DIFFERENT FACE TEXTURES

6 BODY ANIMATIONS

BLINK ANIMATIONS

8 DIFFERENT PRESET AXOLOTL PREFAB

SYSTEM REQUIREMENT: SDK3 AVATARS, UNITY 2019.4.31F1

SHADER: LILT00N [HTTPS://LILXYZW.BOOOTH.PM/](https://lilxyzw.booth.pm/)

INSTALLATION OF AXO FOLLOWER SIMPLE

DROP THE 'AXO FOLLOWER SIMPLE' PREFAB ON YOUR AVATAR IN THE HIERARCHY.

DONE

INSTALL AXO FOLLOWER WITH GRAB

DROP THE 'AXO FOLLOWER WITH GRAB' PREFAB ON YOUR AVATAR IN THE HIERARCHY.

IF YOU DON'T HAVE AN FX LAYER, USE THE GRAB FX_AXO LAYER. DRAG IT INTO THE FX SLOT OF YOUR AVATAR.

DONE

IF YOU HAVE YOUR OWN FX LAYERING

MAKE THE FOLLOWING CHANGES TO THE FX ANIMATOR OF YOUR AVATAR:

!!! OPEN YOUR OWN AVATAR FX LAYER!!!

→ IN THE 'PARAMETER' TAB, ADD A BOOL, NAME IT FOLLOWER_ISGRABBED.

→ IN THE 'LAYER' TAB CREATE A NEW LAYER. NAME IT GRAB, WEIGHT VALUE:1

→ COPY THE NODES FROM THE 'GRAB FX_AXO' LAYER AND PASTE THEM INTO THE GRAB FIELD OF YOUR 'FX LAYERS'.

MAKE SURE THE ORDER IS CORRECT THE ORDER OF THE NODES IS NOT REVERSED WHEN COPYING! THIS IS VERY IMPORTANT!

→ CHECK THAT 'IS GRABBED_AXO' IS 'IS NOT GRABBED_AXO' IN THE 'ANIMATION' FIELD ARE CORRECTLY SPECIFIED.

IF YELLOW, COPY THE PRE-FILE NAME AND CORRECT THE NAME IN THE PATH.

TUTORIAL VIDEO:

[HTTPS://YOUTU.BE/GCXX7B6FGPQ](https://youtu.be/GCXX7B6FGPQ)

DONE

CUSTOMIZE

YOU CAN REPLACE THE MODELS WITH ANOTHER PREFAB:

→ UNPACK THE PREFAB PLACED IN HIERARCHY AND REPLACE THE MODEL 'AXOLOTL_1' UNDER 'WORLD CONSTRAINT

- FOLLOWER CONSTRAINT - POSITION' WITH ANOTHER ONE.

→ FOR INDIVIDUAL CUSTOMISATION, MATERIALS AND TEXTURES CAN BE EXCHANGED SEPARATELY.

→ THE ARMATURE OF THE FOLLOWER CAN BE SCALED.

→ INCREASING THE WEIGHT OF THE 'FOLLOW TARGET' (DEFAULT WEIGHT IS 0.008) UNDER 'FOLLOWER CONSTRAINT' WILL MAKE IT MOVE FASTER.

→ MOVING THE 'FOLLOW TARGET' WILL SHIFT THE REST POSITION OF THE CREW MEMBER IT IS FOLLOWING.

→ MOVING 'LOOK AT TARGET' WITHIN THE FOLLOWER TARGET WILL CHANGE WHERE THE CREWMEMBER WILL LOOK IN THEIR REST POSITION.

