

Info-Setup-License Paw Backpack

Contents of the package

- 1 FBX - 5,400 Triangles
- 6 kinds png Textures (2K), +OutLineMask
- 1 PSD
- 6 kinds lilToon materials
- 1 prefab - PhysBones
- ShapeKeys

System requirement: SDK3 Avatars, Unity 2019.4.31f1

Shader: lilToon <https://lilxyzw.booth.pm/>

You can use the 'DressingTools' tool to assemble the dress:

<https://booth.pm/en/items/3639300>

Or whichever you prefer ;)



- 1, Pull the prefab into the scene.
- 2, Match it to your outfit.
- 3, Choose from the materials you want to add.
- 4, Add your favorite dress tool to your avatar.

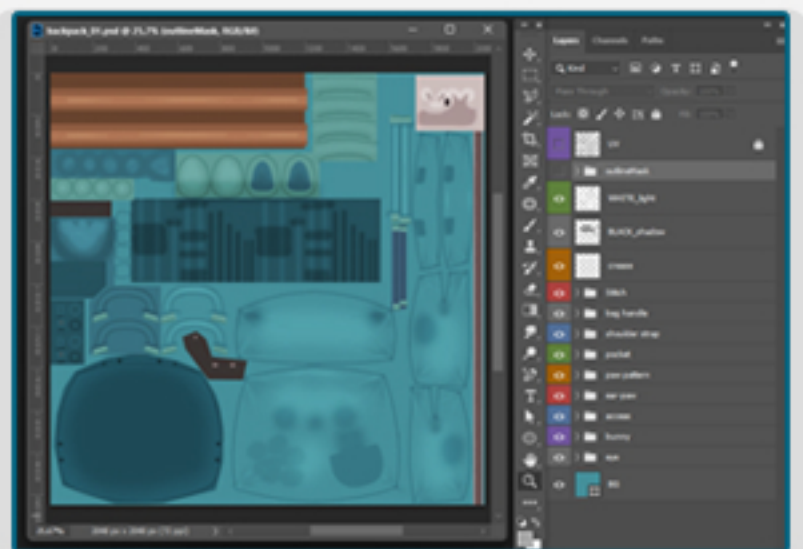
BlendShapes

BlendShapes		
hip_in	<input type="range"/>	34
hip_out	<input type="range"/>	0
chest_in	<input type="range"/>	0
chest_out	<input type="range"/>	38
shoulder_up	<input type="range"/>	15
shoulder_down	<input type="range"/>	0
dog_ears	<input type="range"/>	0
bunny_ears	<input type="range"/>	0
smile	<input type="range"/>	0
grumpy	<input type="range"/>	0
moustache_long	<input type="range"/>	0
moustache_short	<input type="range"/>	0
bag_handle	<input type="range"/>	0

Match the straps to your outfit.
Adjust for cat, dog or bunny ears.
Set a face you like.

Textures-PSD

Choose from the pre-made textures,
or create your own using the PSD.



Download

Get the latest version at <https://dekoai.booth.pm/>

Portfolio page

<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.

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