

Updated 5/3/2022.

I like to just leave version numbers at end of files to know which is updated so they likely have just V### and biggest number is latest version if that causes any confusion.

Files:	program	SDK used
Deer_Unity_VRC	-Unity 2019.4.31f1	-VRChat Creator Companion
Blender files	-Blender 2.9	-CAT's plugin (0.19.0 version)
Deer_Substance_V###	-Substance painter 2020-Fur brush from Eslar	
Deer_V###_Maya	- Maya 2020	-Advance Skeleton 5

Features:

-Rig ready for VRChat with Unity packages having it already to go.

-Full body rig tested in VRChat

-Body options including female and Limb options

-Rig option for digi ankle bending legs

(thanks to SkyRynnerDragon for making tutorial for it)

Link:

<https://www.furaffinity.net/view/44035707/#cid:161302553>

Planned Updates:

-extra face and body editing blendshapes

-detailed toned muscles

-face tracking

There are planned updates and don't worry about having to rebuy as I just charge once for the avatar and you get the updates for free when you own it on Gumroad.

The discord server for questions and help is linked here:

<https://discord.gg/6mwSTtg>

This deer has a few FBX options

-Deer_v#### just basic rig with no dummy joints ((Not setup to work good for VRChat the head is named different and doesn't have tricks I did with the other versions to work with current IK)) This one can be used for NeosVR or other platforms that don't have such a different IK system.

-digi meaning you have extra dummy leg joints that bends the ankle like a spring

-No digi still has dummy joints but in the fingers for those options

-QuestHD so it works with Quests inside VRChat however not fully optimized so likely be very poor. It does not fully work for finger options as you can't upload Quest version with constraints. So if one wants to have those finger options, I suggest to click on FBX you want to use, look at inspector, click on Rig tab, then Config, and then finally un-slot the fingers your wanting to hide. This way the fingers aren't rotating if you want to hide those fingers and keep it that way.

((Full body fix "hips and legs flipped, This is now obsolete and is not being used in new versions))

-FBT on the .fbx will just mean "full body tracking" setup I did which was the "fix" full body tracking button I did in Blender Cat's plugin which is still my ONLY means to make full body tracking with all my testing. When IK gets updated and I some how find some other means, that will be the reason the legs are 180 flipped from the hips and the hips are on top of spine 0 distance.

(((((This is not refundable))))))

You are buying a digital copy; therefore, you cannot physically give the product back to fairly get your money back. I am giving this warning before anyone buys and then asks for a refund for any reason. However, let me know if the files will not load or have errors then I can look into it so you still can enjoy the avatar when you did pay me for it. I can refund if there nothing left to do.

((Please keep your email as well.))

I can resend any receipts if you ever lost it in the email or lost your Gumroad account the avatar was attached to.

I am not providing the SDK or Dynamic bones so be sure to import those in your latest Unity before importing the Unity package of the avatar.

Unity version used for VRChat: Unity 2019.4.31f1

(Dynamic bones are not needed anymore so they are obsolete and unneeded in this package)

To purchase the dynamic bone Will Hong plugin from Unity assets store here:

<https://assetstore.unity.com/publishers/6712>

I don't provide Beat saber files so here link to the Beat saber discord that may help provide the SDK for the Beat saber Unity package of the avatar.

Beat saber modding group: <https://discord.gg/beatsabermods>

I where to find VRM SDK

<https://github.com/vrm-c/UniVRM>

How to turn it to VRM website: https://vrm.dev/en/how_to_make_vrm/

if you like farther customizing for Avatar 3.0 here is a few useful links that provide more explanation and help on learning how to do that:

avatar 3.0 tutorial :<https://vrcudon.com/tutorials/avatars/avatars-3-0-setup/>

VRChat Basic Avatars 3 Guide

:<https://www.youtube.com/watch?v=1whZRLJ8v0A&feature=youtu.be>

((If having trouble with snapping into the new FBT on 3.0 go into properties of VRChat inside Steam and put this command in Launch command: "--legacy-fbt-calibrate"))

I also provide a useful link where you can setup a face camera but requires some setting up which the guide is also in the link

<https://vrcat.club/threads/errors-hud-shader.2210/>

Where are the dynamics:

VRChat unity package I have some setup on Root of the avatar but there others like the belly set, hair, neck, and chest set to those joints so the animations work toggling them off.

Licensing:

Upon purchase, you are free to edit them however you like.

-Do not resell or share the assets (commissioning for edits are fine as long as each party owns it)

However, I respectfully ask,

-Don't do None safe for work

-Keeping credit to the creator.

-You are allowed to make the avatar set to public on VRChat, Please share the link to this page and to the Discord <https://discord.gg/6mwSTtg> if you do so.

I am not responsible for any misuse to the model or not following TOS with any platform rules.

Helpful tips and information on Unity Packages

There are prefabs in VRC unity package for ready to upload setup to pull in any scene

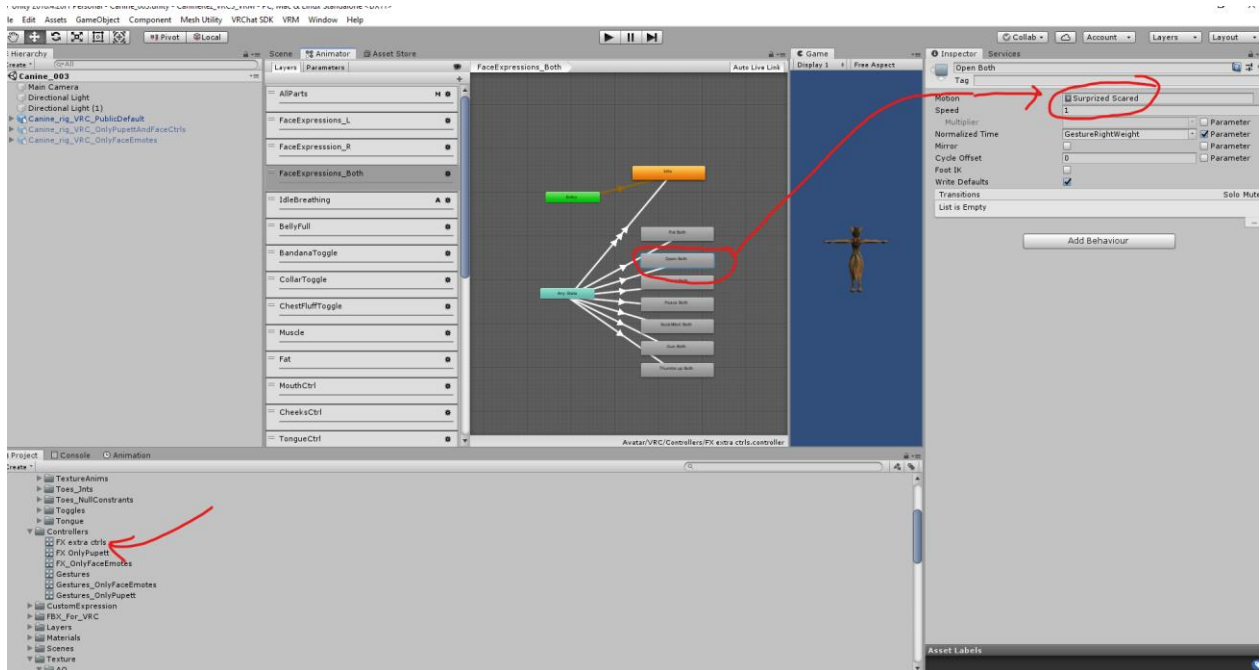
Adding objects:

When adding any objects like a hat, you want to exclude the new object because the dynamics likely effecting it. Example, putting a hat on the head, look for the dynamic component with Head on root slot and under exclude, add another number to add another exclude slot then drag and drop the hat into that slot.

((Extra help info that yes they are from Canis model but still useful information that applies for Cervus Durr))

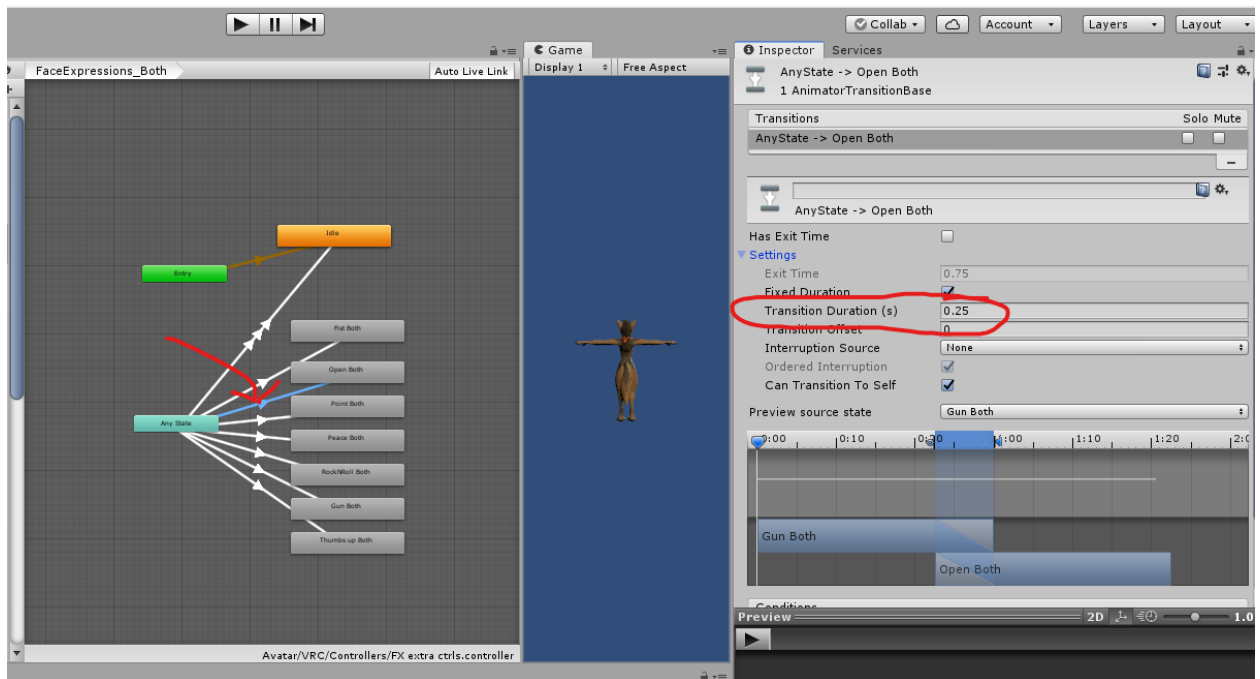
Using the blendshape sliders for customizing for VRChat:

The facial gestures are under the "FX" in animator tab, and they can be easily switched out to what you like with any animation clip connected to what hand. There is a left and right hand gestures and then both is if you do both hand gestures at the same time so with both it triggers a 3rd option. Example, open either hand will perk ears up and eyes wider but if you open both hands it does surprise face. (Names and project files likely will look different)

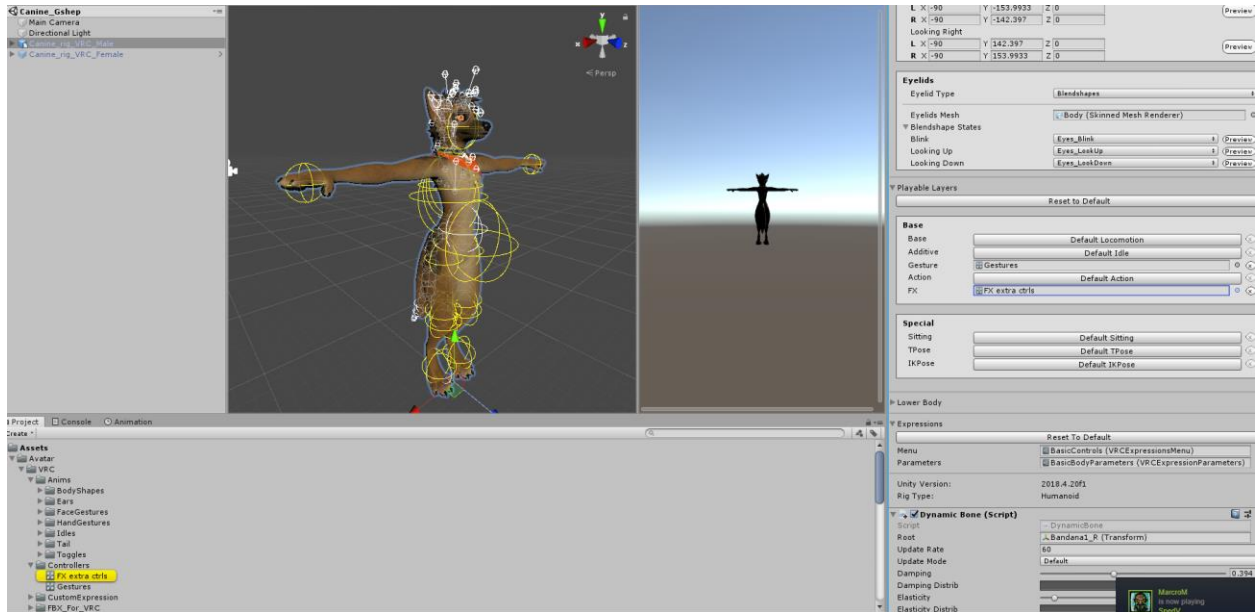


For changing the speed of them,

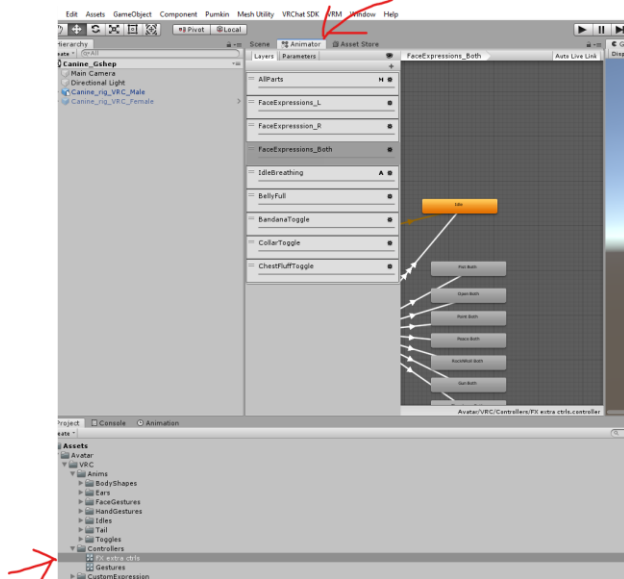
Select the white lines if you like to change the setting called Transition Duration if you want the animation faster or slower. VRChat had them 0.1 speed as default but I changed them to 0.25



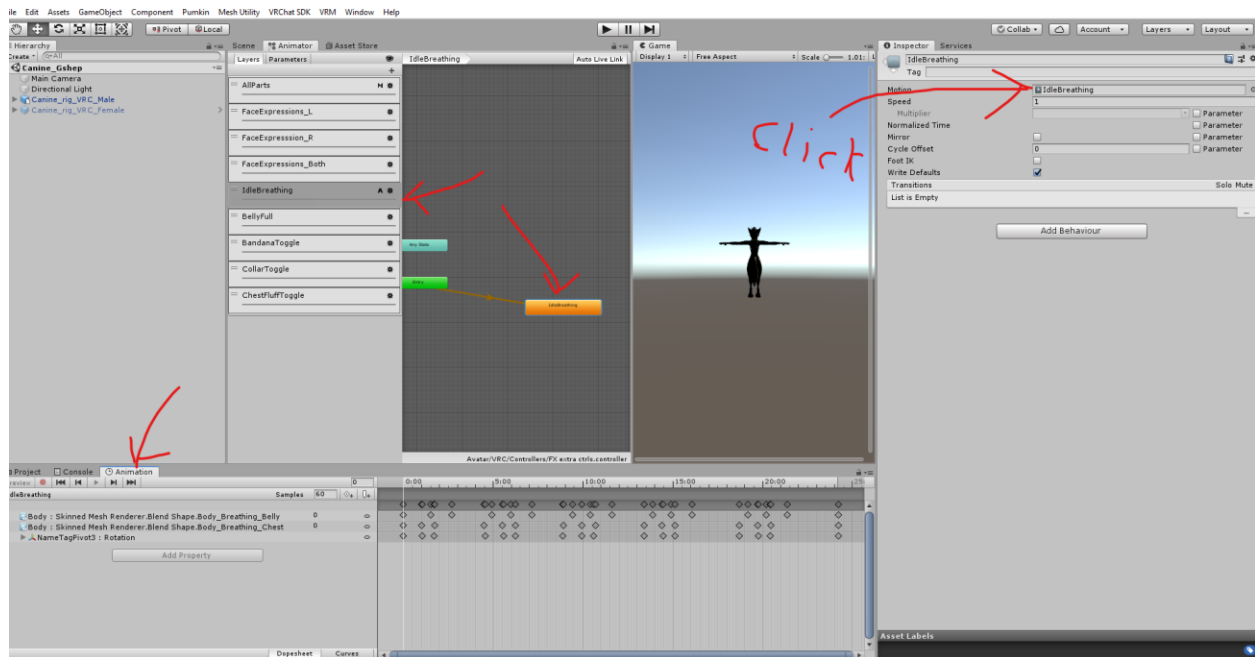
If the changes you do to the avatar and upload to VRChat and it not working then there is likely a controller driving the blendshape your trying to change. First thing you can do is disconnect the FX on the avatar descriptor.



If you still want to keep all the controls and figure out which blendshape that may be being controlled then click on the FX and then click on Animator on top tab-



For example if your trying to change Breathing_Chest, it already being driven with this layer here and by selecting on the clip you can find which animation in project it using and then click on that animation clip then go into animation on the bottom tab and see which blendshape it is keying.



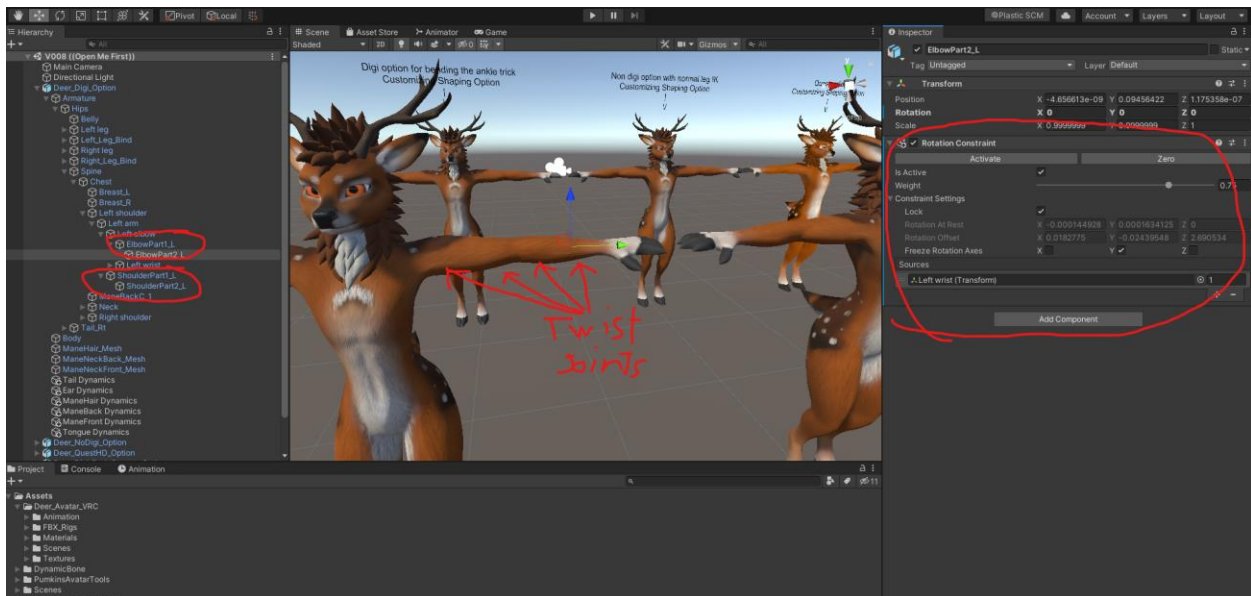
You can either edit the animation or simply delete the layer in the animation controller on top to keep your changes to the blendshape or you want to have it animated in some other way.

The antlers and hooves are actually a separate mesh so you will have to select that mesh for any changes to extreme body changes like Fat, and then change the blendshape that also with same name.

If the avatar for some reason does this with the wrists



I suggest to just delete the rotation constraints that are on the arm because I have no idea how to fix them other than deleting those components out. There 8 of them and called ElbowPart1,2_L and R ShoulderPart1,2_L and R

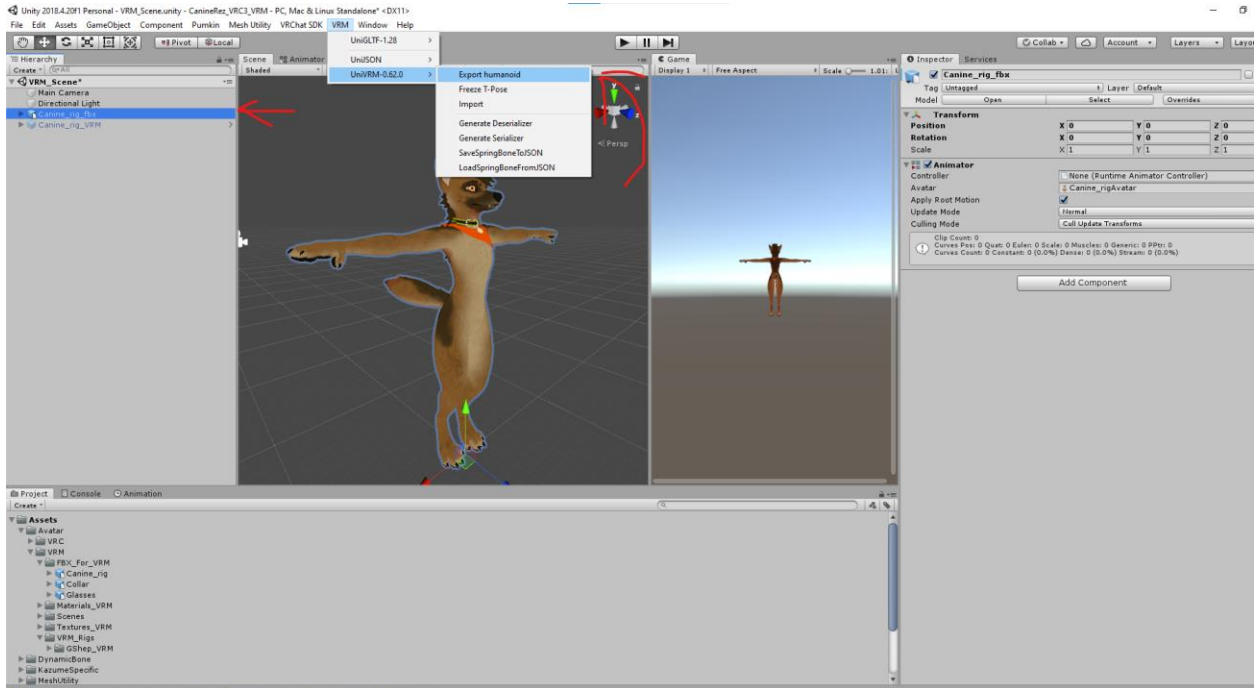


Delete those components if they cause too much trouble.

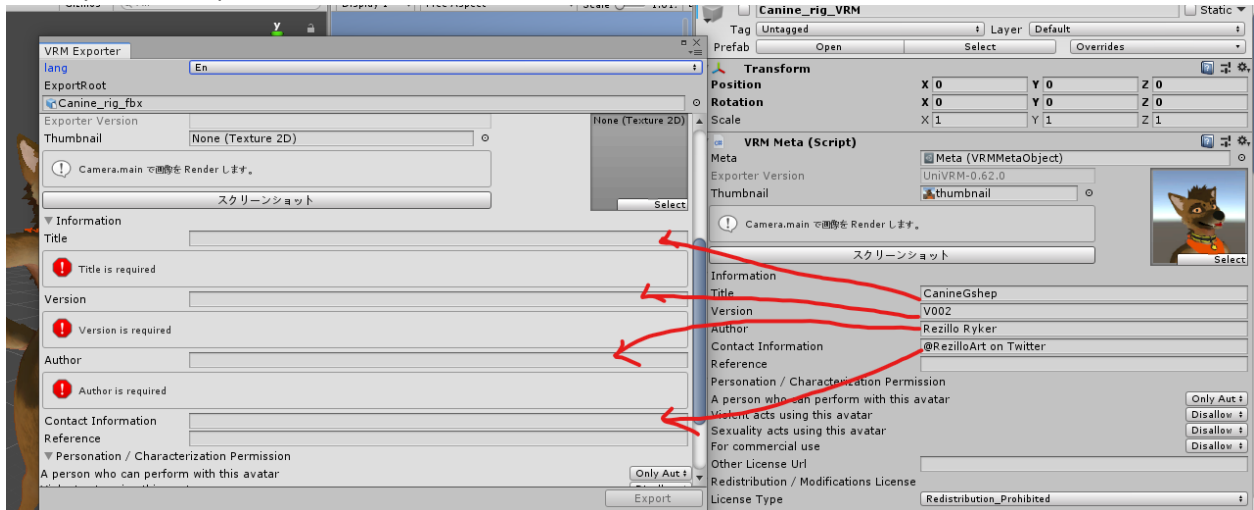
There some in the legs as well but I haven't found much trouble with those. There only 4 of those and they called HipPart1,2_R and L

To Customize the VRM:

If you like to keep the full VRM setup with all its spring joints for dynamics in the scene you want to make all your changes to the FBX that inside the scene

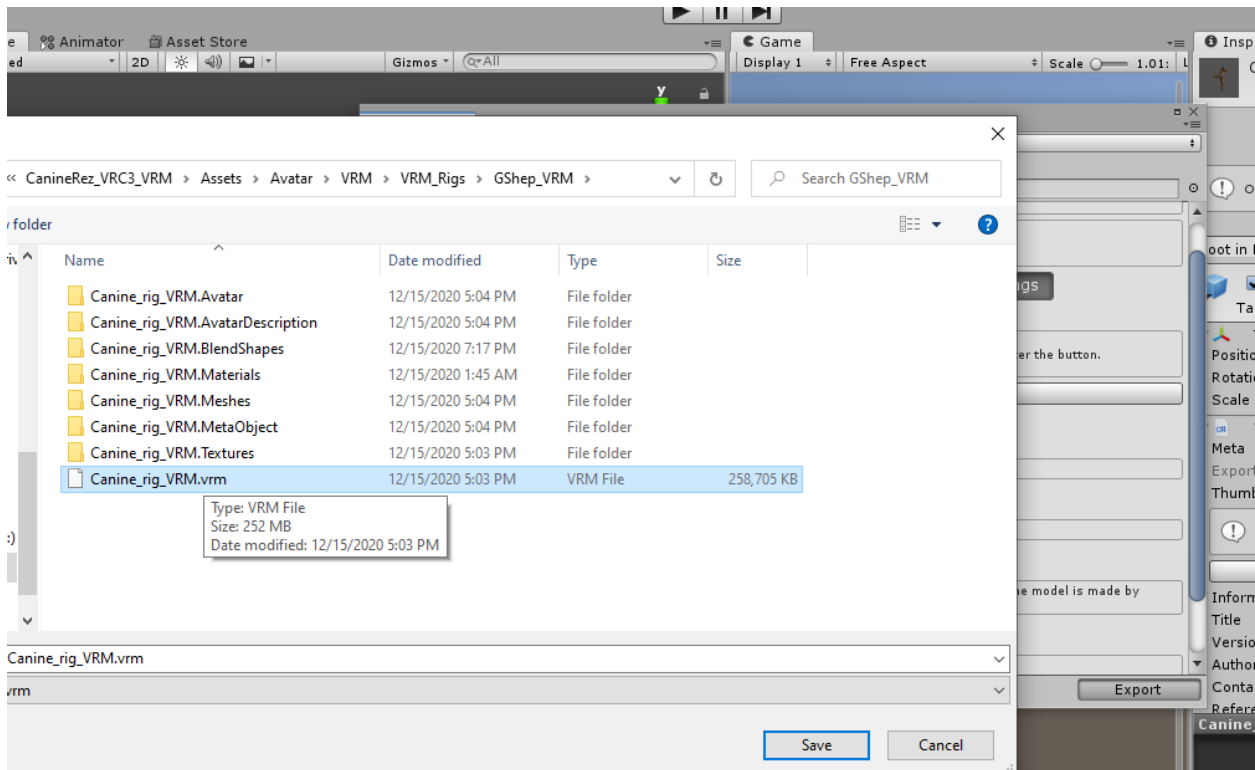


Setup the info with any Title you like and version but please keep the author and contact info with how I already have setup

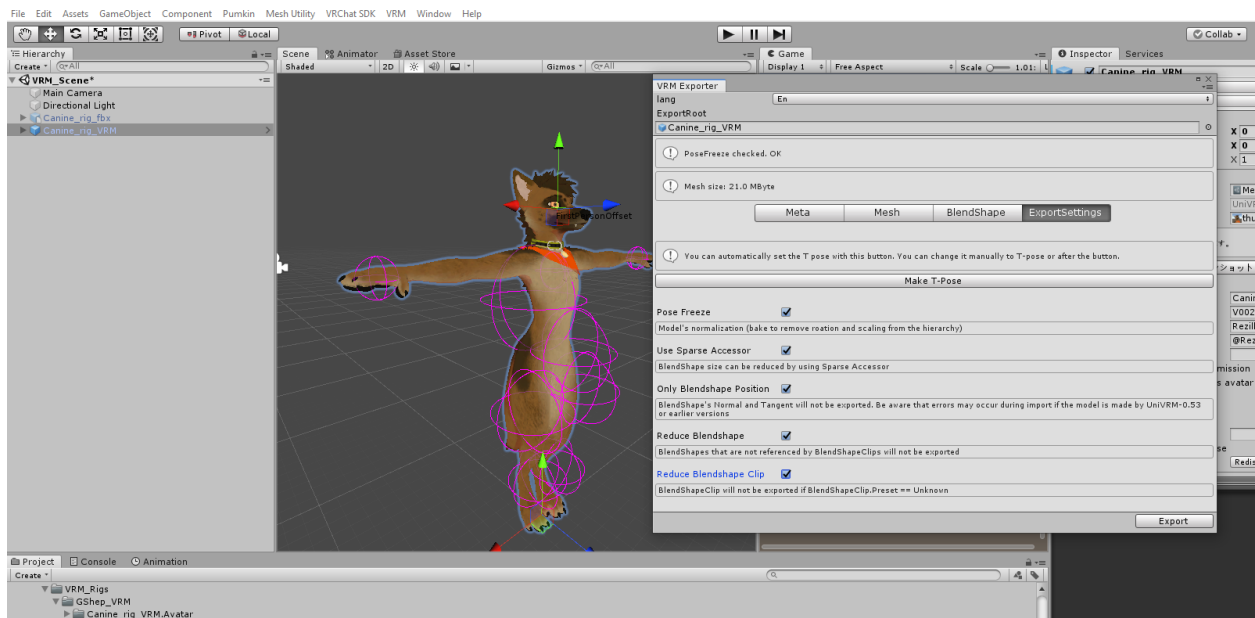


and then export right on the VRM that under folder GShep_VRM called Canine_Rig_VRM

(file may be changed and can be changed to whatever you like later, you just will want to save over the same thing that in project folder that inside VRM_Rigs to overwrite what there but keep the setup)



Finally export the same way but selecting the VRM that in scene and then save it to where you like outside of the project as just as another VRM but with all these checked in export to keep the file nice and compressed



Where to find all the blendshapes for expressions and visemes:

