



Chaos Canine - Quest Guide

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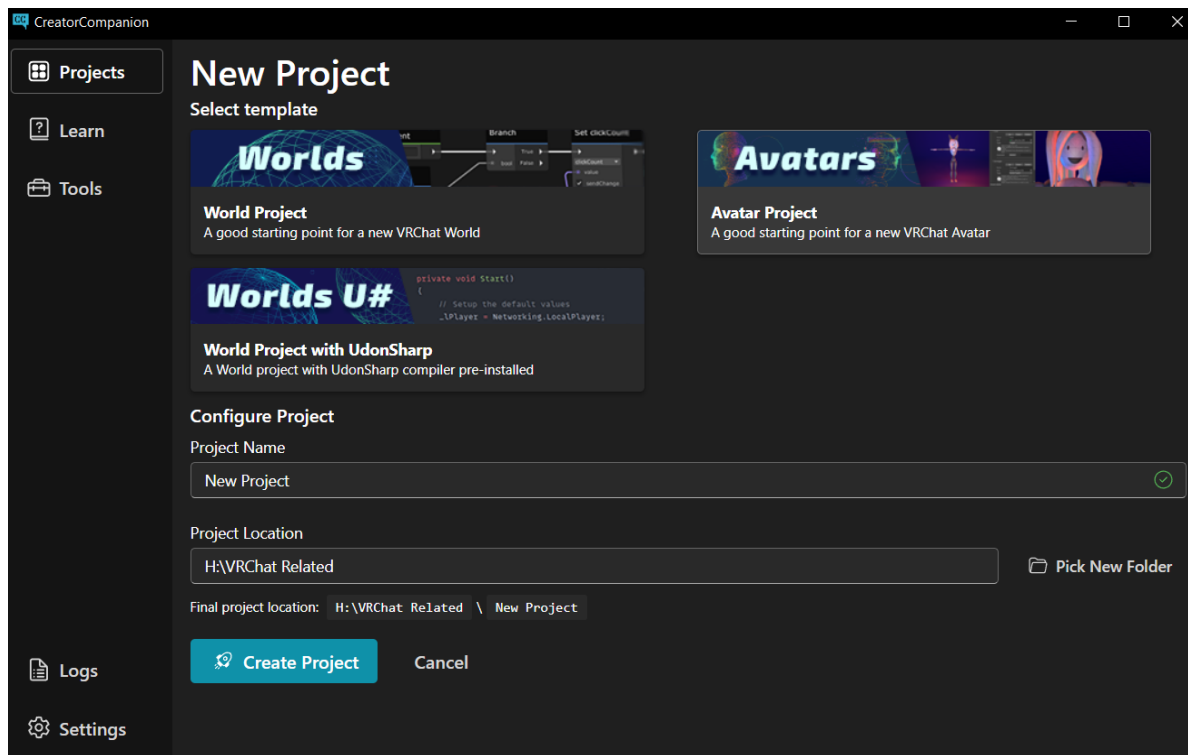
Prerequisites

To use this avatar in VRChat Quest, you need:

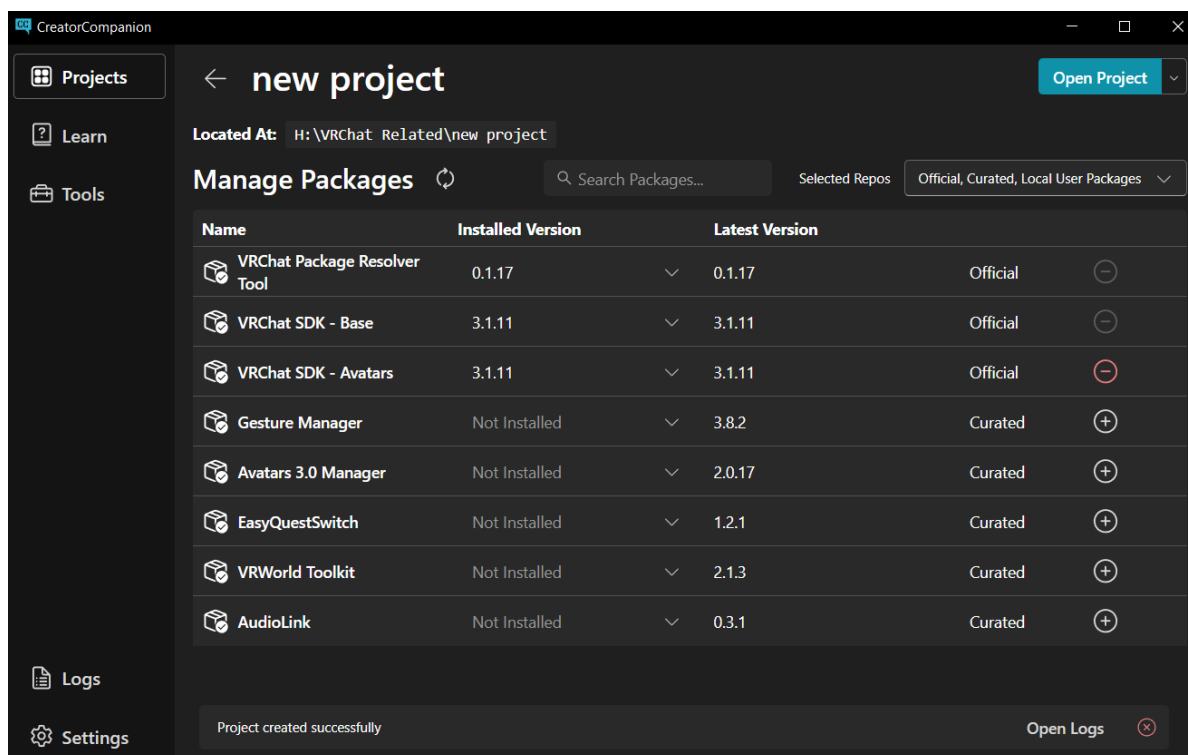
1. VRChat Creator Companion
<https://vrchat.com/home/download>
2. Both the PC and Quest version unitypackage
3. A computer that can run Unity

Uploading Chaos

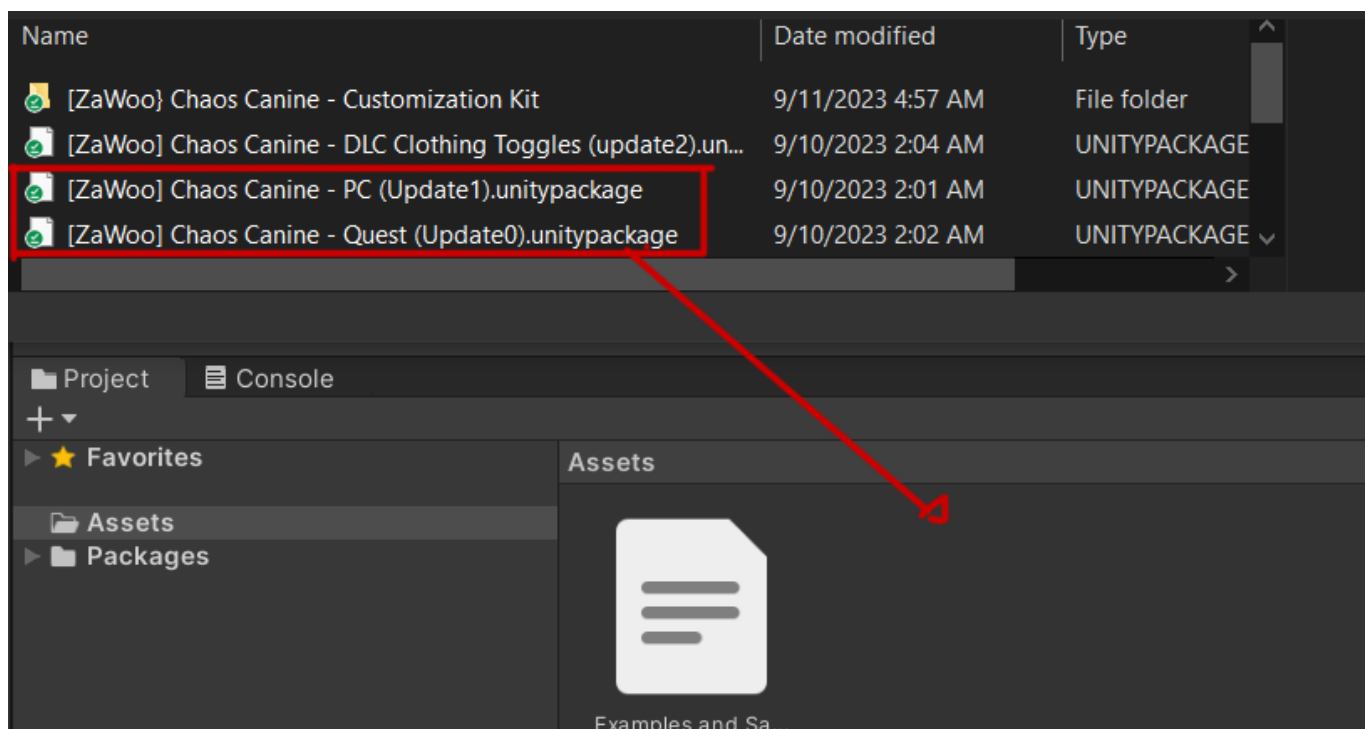
1. **Download, install and set up VRChat Creator Companion**, you can follow this guide in the link to do so. VRChat Creator Companion should also install the Unity Editor for you automatically.
<https://vcc.docs.vrchat.com/guides/getting-started>
2. **Create a new project by clicking on “Projects” and then “Create New Project”, and select the “Avatar” template.** Follow the on screen instruction to create a new project.



3. **Click on “Open Project”** to open your newly created project.



4. **Drag both the PC and Quest unitypackage into the "Project" window in unity one after the other.**



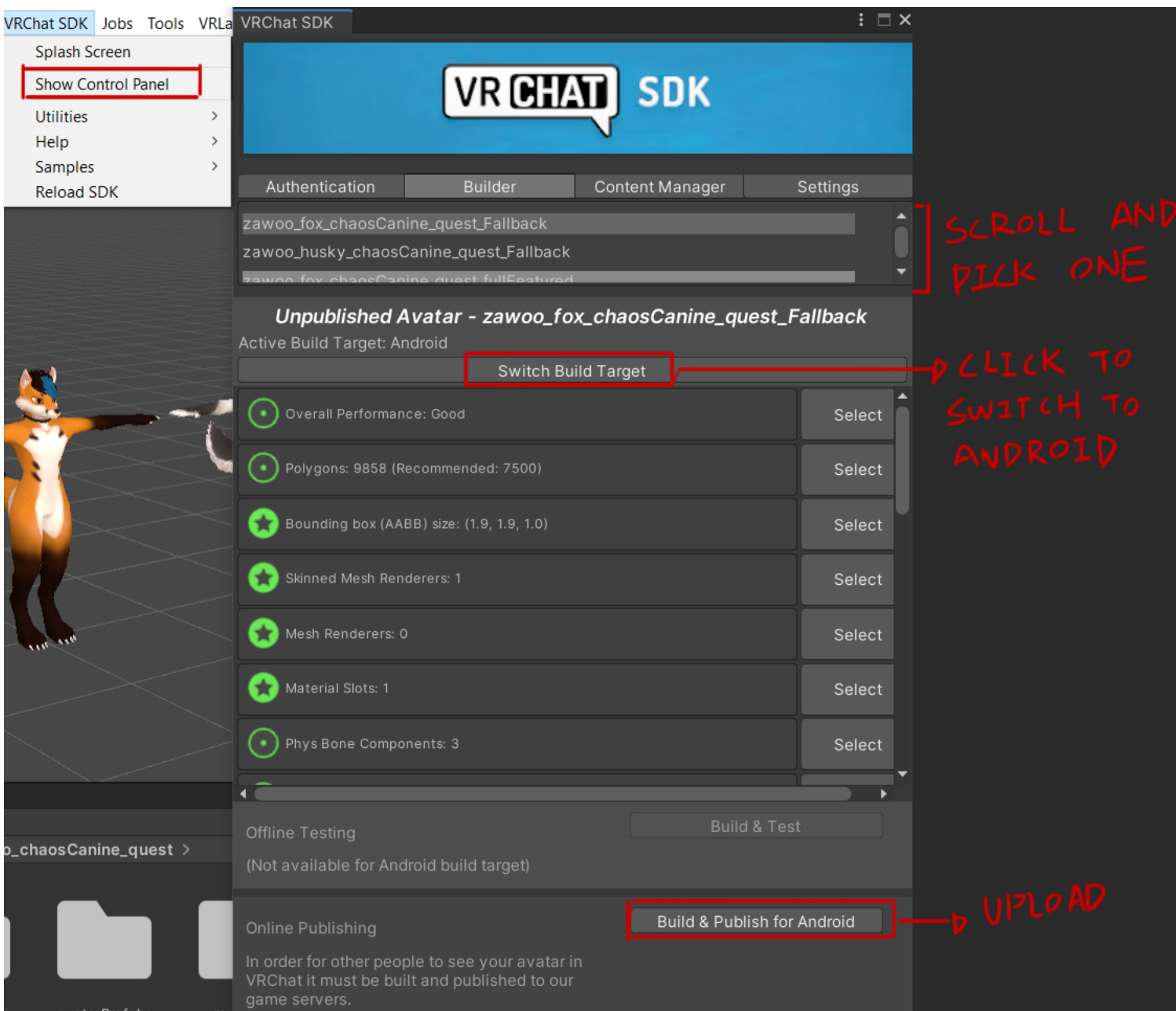
5. Within the Project window, open the "zawoo_chaosCanine_quest" folder and double click on "scene_chaosCanine_quest" to load the avatar's scene, and Chaos will show up in the "Scene" window.

If you can't find this window, you can find it by going to the menu bar, window -> Windows -> Scene.

You can hold down right mouse and use WASD to navigate the scene if the avatar is too far away or off to the side.



6. Navigate to the menu bar, VRChat SDK -> Show Control Panel. The control panel will pop up. After typing in your credentials. Find the "Builder" tab in the control panel, click on "Switch Build Target" to switch to uploading to Android. Pick an avatar you want to upload and click on "Build and Publish to Android"



7. Follow the on screen instructions and hit **“Upload”**

New Avatar

1. Enter a name for your avatar
2. Enter a description for your avatar
3. Adjust the VRCCam gameobject in the scene to capture the desired preview image.
4. Confirm your info and press Upload!

Avatar Name

Description

Content Warnings

<input type="checkbox"/> Nudity/Sexuality	<input type="checkbox"/> Blood/Gore
<input type="checkbox"/> Realistic Violence	<input type="checkbox"/> Other NSFW

Sharing


Private

Public

Crossplatform

Use for Fallback (avatar not valid, tag will be cleared)

Upload Image



Move the VRCCam to your preferred position for the preview image.

The above information is accurate and I have the rights to upload this content to VRChat.

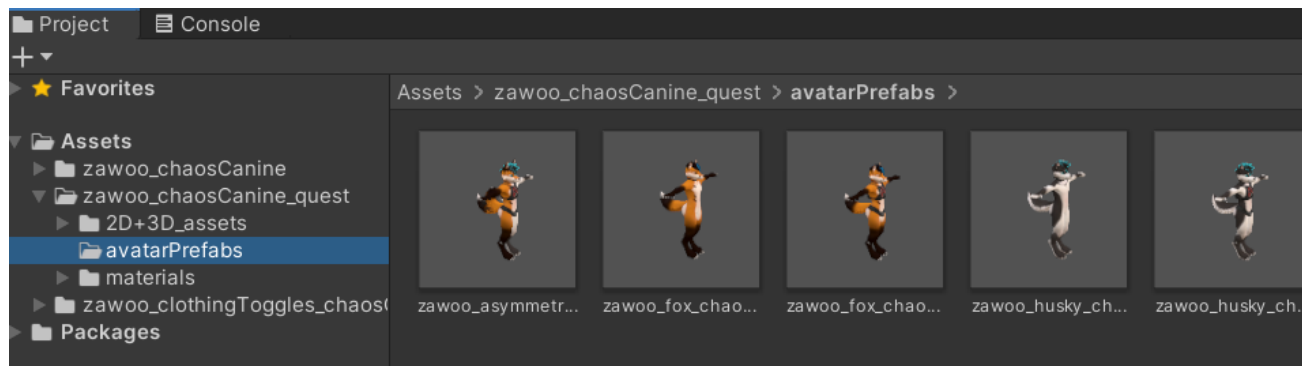
▶ CLICK!

That's it. Enjoy causing Chaos!

Different versions of Chaos Quest

Using alternative versions and asymmetrical body textures:

There are many versions of the model. You can find all of them in the “avatarPrefabs” folder.



Finding the extra ear, tail and hair options:

They are not included in the default scene because having them existing will prevent **any and all avatars** from being uploaded due to exceeding the maximum avatar size on Android (Possibly an SDK bug). **To use these extra options, drag out a prefab from the “avatarPrefabs” folder.** You have to delete the unused ear, tail and hair, or else the SDK will not let you upload.

Difference between the versions:

Quest Full Featured:

This model is basically the same as the PC version, minus not having certain special effects not supported on quest. Similar to the PC version, it’s designed to be more easy and convenient to customize. If uploaded to Quest, it’ll have the “very poor” performance ranking, and other users will have to manually show your avatar to see you.

- No transparency effects for clothing, eyelashes, hair (quest limitation).
- No twist bones, worse looking deformation when you twist your arms and legs (quest limitation).
- Reduced amount of physbones (quest limitation).
- Reduced texture resolution.
- No leash asset, because of its reliance on physbones.

Quest + PC Fallback

This model can be uploaded as a custom fallback! It is aggressively simplified, giving it the “good” performance ranking for Quest. **You need to upload it for both Quest and PC to use it as a custom fallback.**

You can read about fallback avatars here:

<https://docs.vrchat.com/docs/avatar-fallback-system>

- Every limitation of the Full Featured version, plus:
 - Lower polygon count.
 - Everything is combined into one skinned mesh.
 - No support for asymmetrical body textures.
 - Only have 1 ear and tail combination to choose from.
 - Reduced bone count.
 - Reduced material slot usage by texture atlasing, making it slightly more annoying to texture.
 - Eyes cannot dilate.
 - Does not have clothes.