

ChrisSnowFox's Cheese Slap for the NKD Protogen

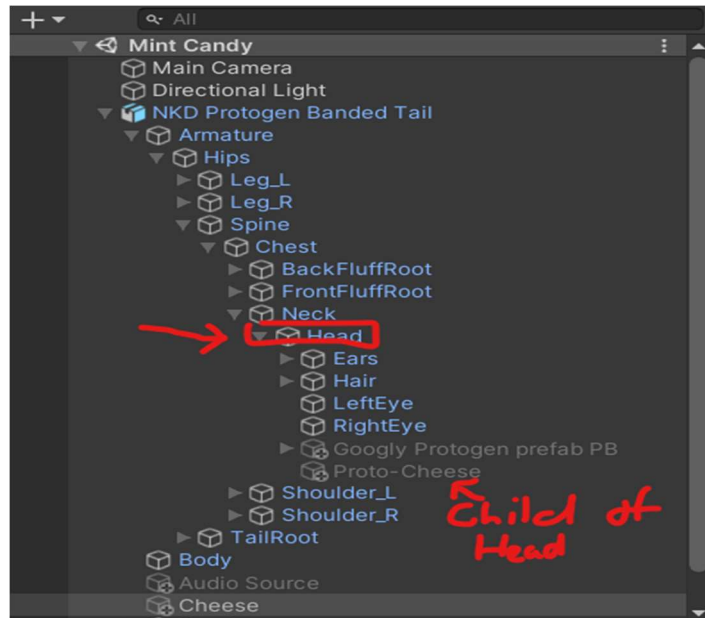
Inspired by Kimmix and WhiteKun

Given that the asset was not officially given out to the public, I took the time to generate the asset and prefab in order for every protogen to enjoy the ability to be slapped by anyone and possibly everyone with a slice of dairy goodness! The asset is also fully compatible with Quest users so they will be able to enjoy it as well!

Below is a step-by-step guide on how to properly set up your newly-purchased virtual piece of cheese onto your protogen.

PART 1 – Animation Setup:

1. Drag the Unity Package into your project. The folder named “Proto-Cheese” will automatically generate itself in the file list.
2. Click and drag the prefab named “CheeseSlap” into your scene. The included material should already be applied.
3. Unpack the Prefab Completely and reposition the cheese to where it vaguely rests on the screen. It should appear to “droop” off the sides. Add it as a child of the head bone

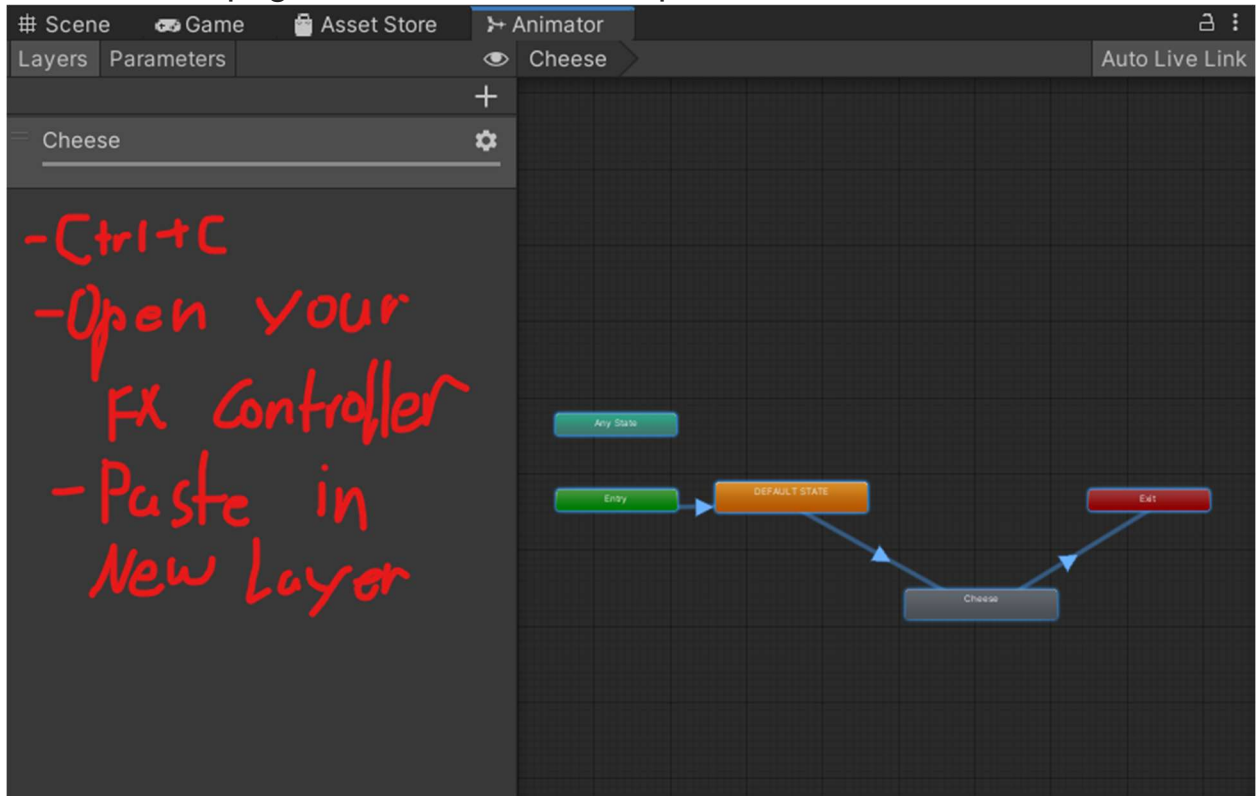


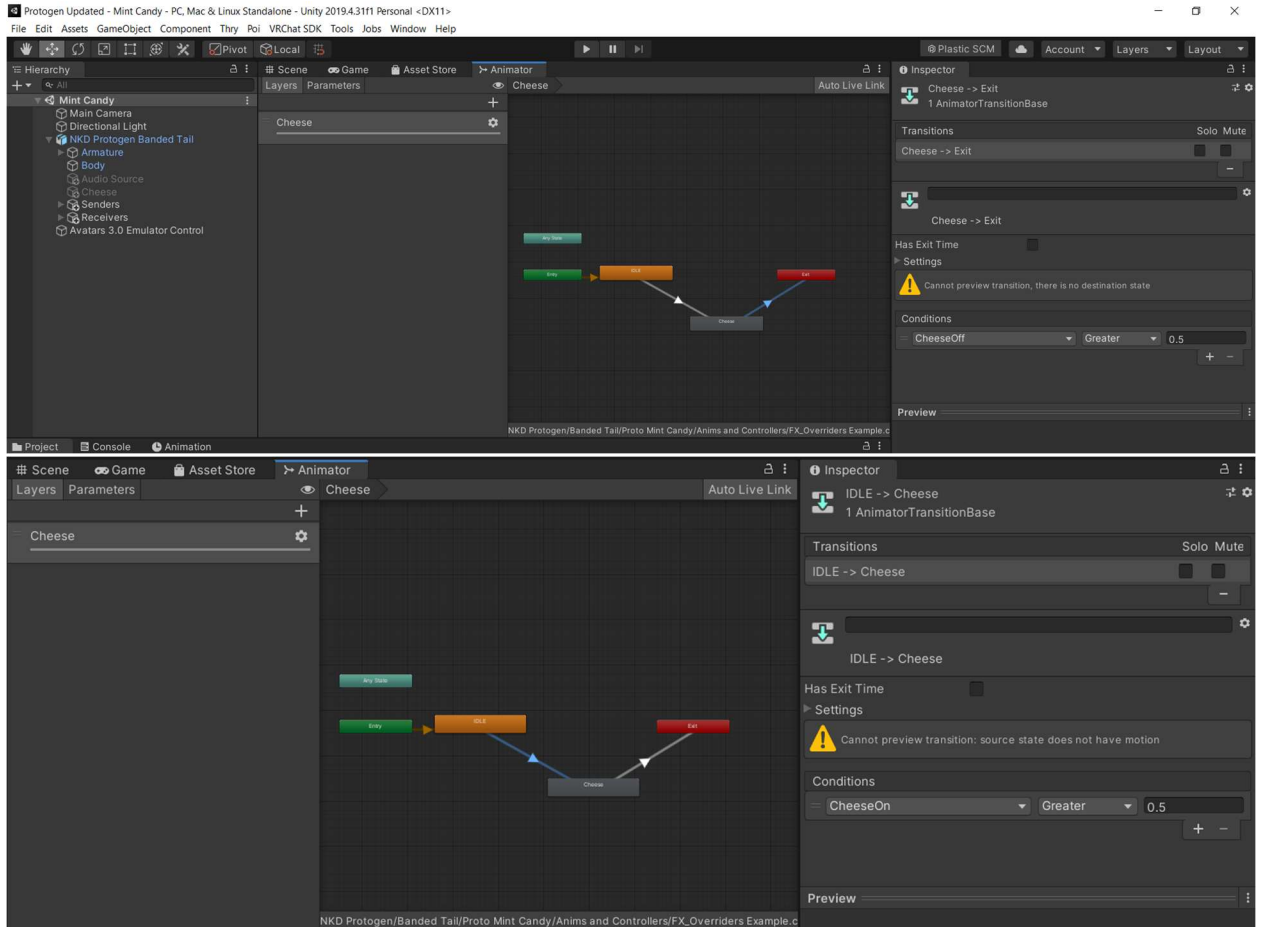
NOTE: Mark the entire prefab as inactive in the inspector window! We will enable it again with an animation

4. Add the state parameters from the example to your avatar's StateParameters. Additionally, add the same state parameters into your avatar's FX Controller.

NOTE: Parameters are always case sensitive. Make sure your spelling and capitalisation are correct!

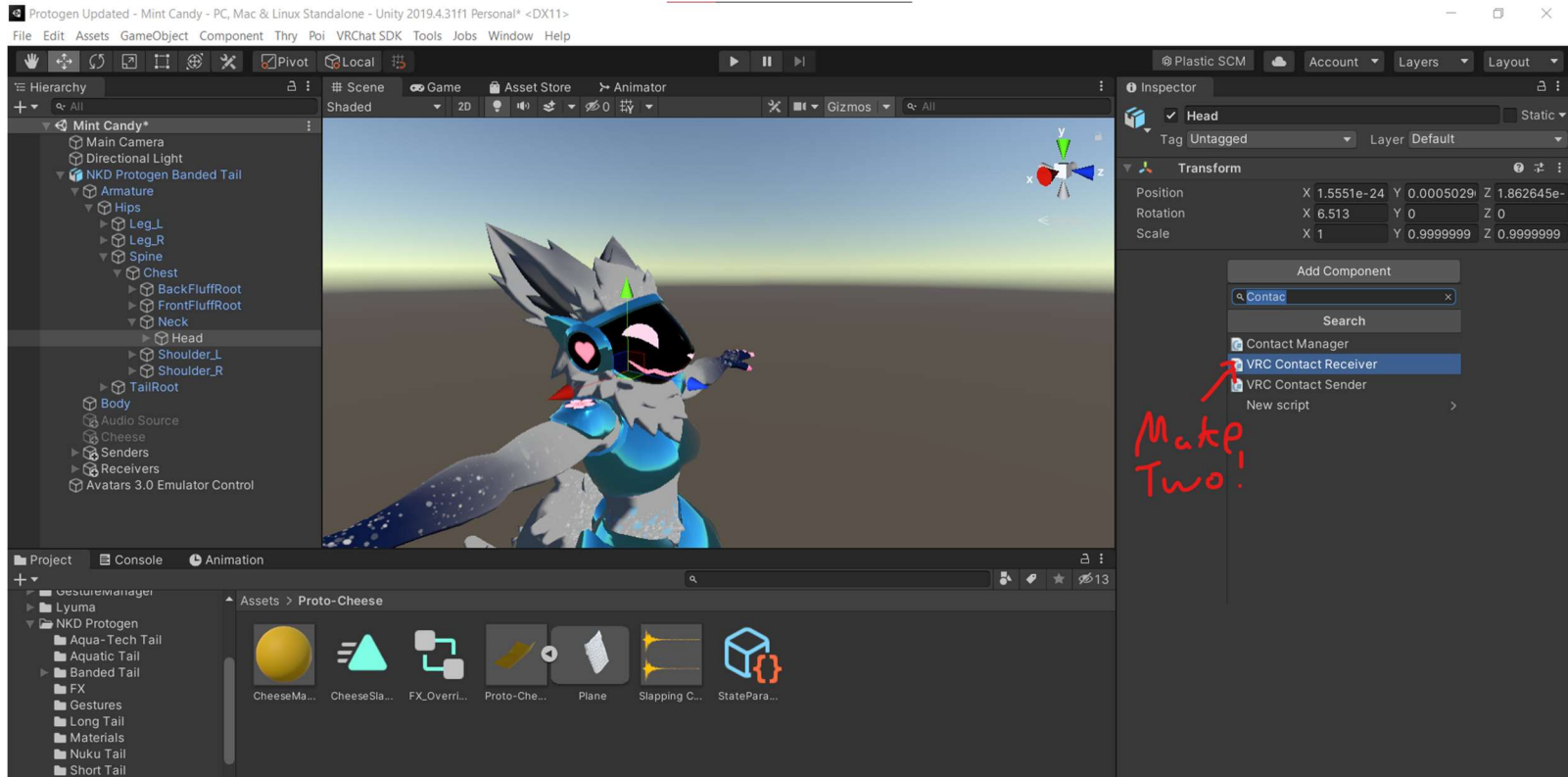
5. Copy and paste the animation nodes into a new layer of your FX Controller. Make sure "DEFAULT STATE" is set to the default state. If done right, the transitions should see the parameters you set earlier. See the next page for screenshot examples.



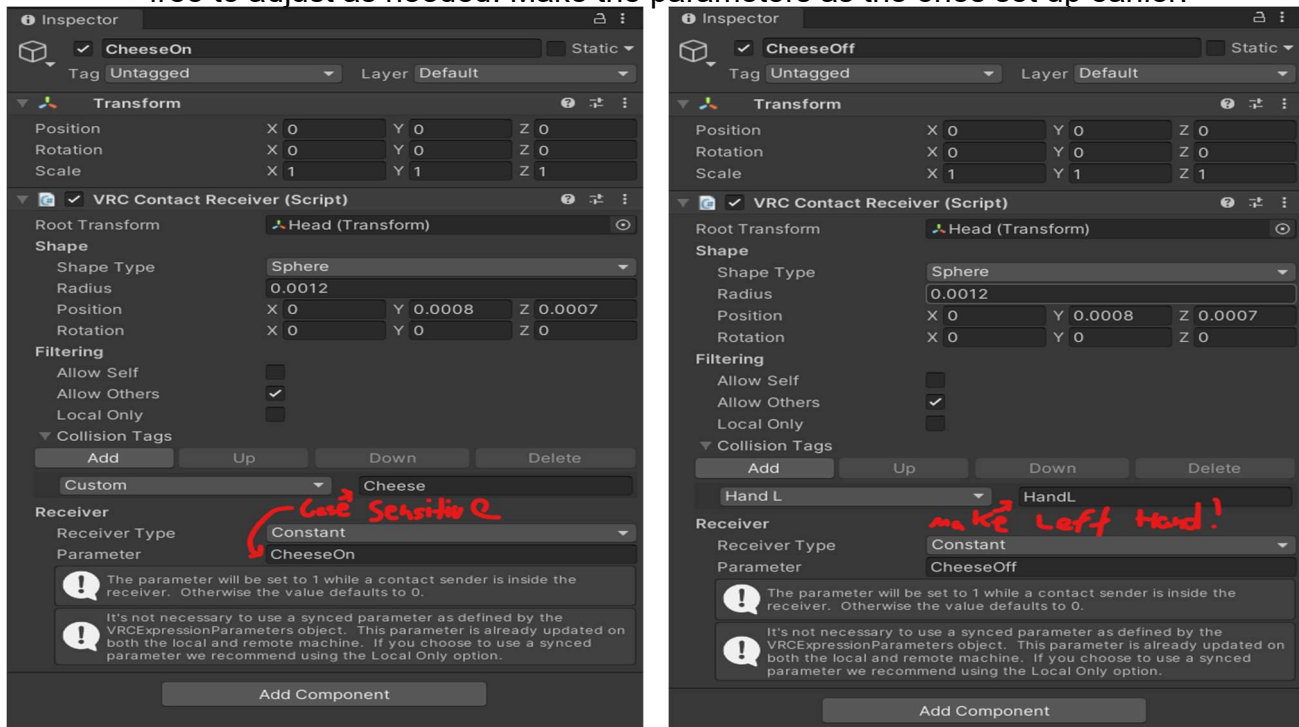


Part 2 – Setting Up Contact Receivers:

- Navigate to the head bone of your avatar and click “Add Component” in the Inspector Window and click “VRC Contact Receiver”. Make two of those for putting the cheese on and taking the cheese off.



- Copy down all the values shown in the screenshots, especially making the root transform the head bone. If the radius seems too big in the game window, feel free to adjust as needed. Make the parameters as the ones set up earlier.

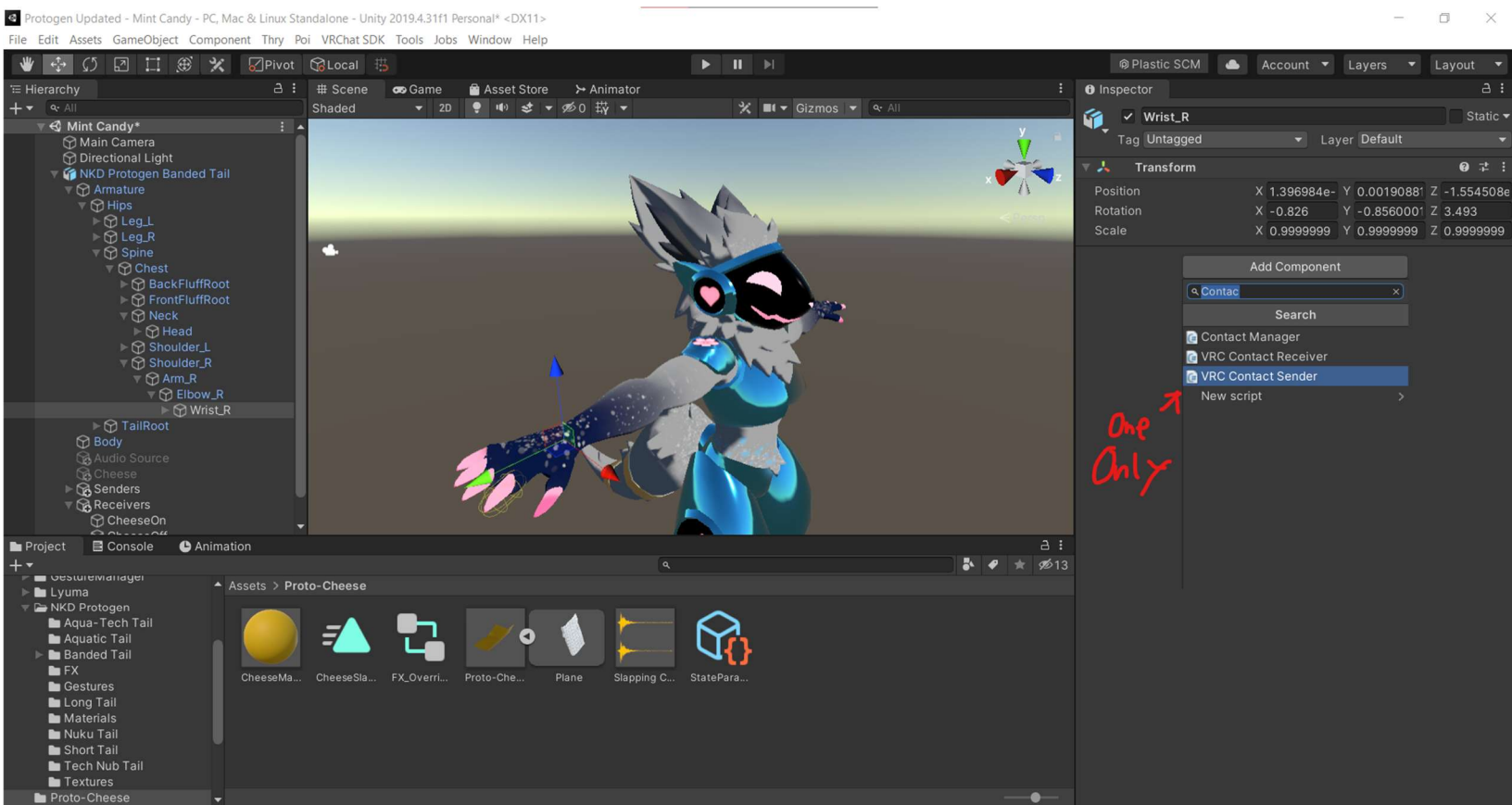


NOTE FOR STEP 9: The keyword “Cheese” used in the Custom window from the left screenshot can be applied to any avatar in order to make the cheese slap animation play. This means that your friends can add it to their avatars to slap your screen with cheese! Feel free to share that screenshot with your friends so that they may add it. See the bonus guide for more details on adding it!

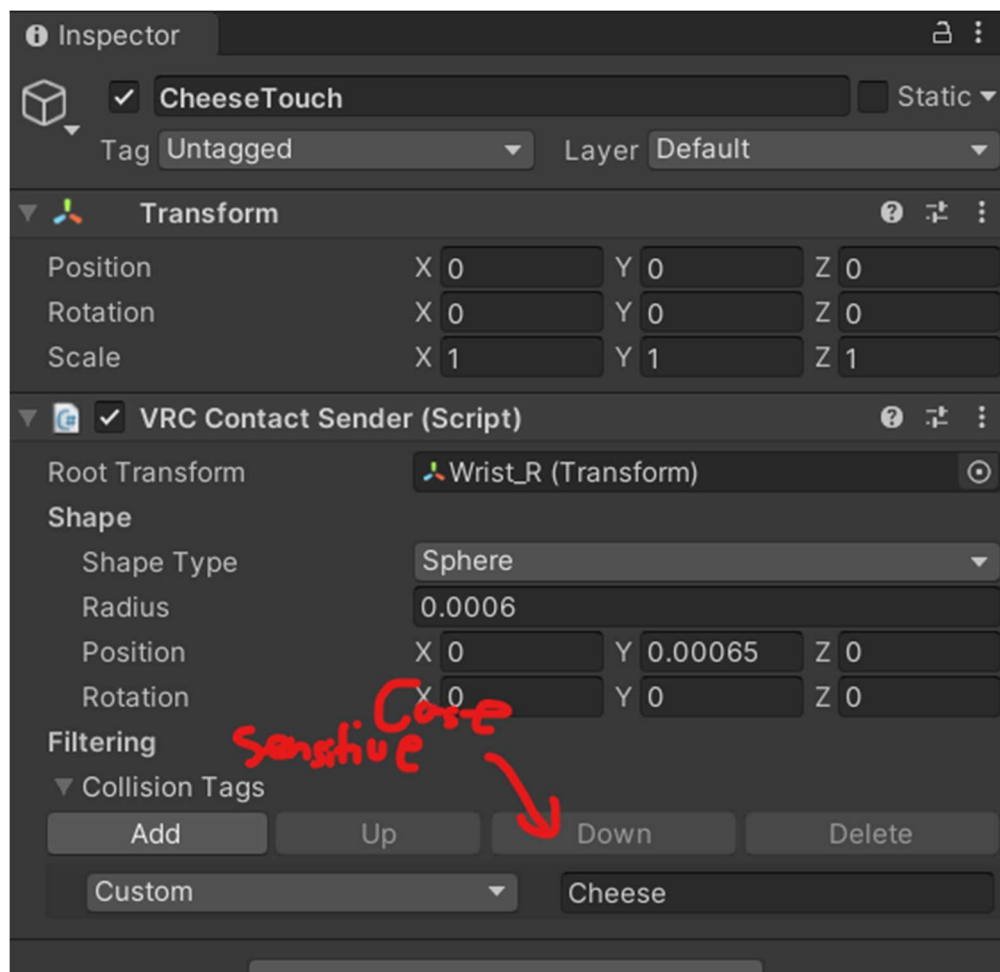
And that’s it! Enjoy your cheese slapped screen face!

BONUS GUIDE – SLAPPING OTHER PROTOGENS (USABLE ON ANY AVATAR!)

- Add a “VRC Contact Sender” to your avatar on your dominant hand’s wrist bone or any bone of your choosing. In my instance, I added it to my right wrist.



- Copy down the parameters in the screenshot found below. Again, if the sphere appears of the wrong size and position, feel free to adjust it as needed.



And you're done! Upload and bully some screen faces while they bully you!