

雜物  
ZAWOO

ROCK-IT  
SHAFT

## Rock-it Shaft - Customization Guide

This guide assumes basic understanding of Unity and avatar customization.

### Table of Content:

[Moving the Asset Around](#)

[Changing Materials](#)

[Changing the Fluffs](#)

[Modifying the Shape of the Shaft, the Sheath, and the Balls](#)

[Skeletal Modification](#)

[Blendshape Modification](#)

[Matching Sheath Material to the Body Material](#)

[Included SPP file](#)

Clicking the link brings you to the page.

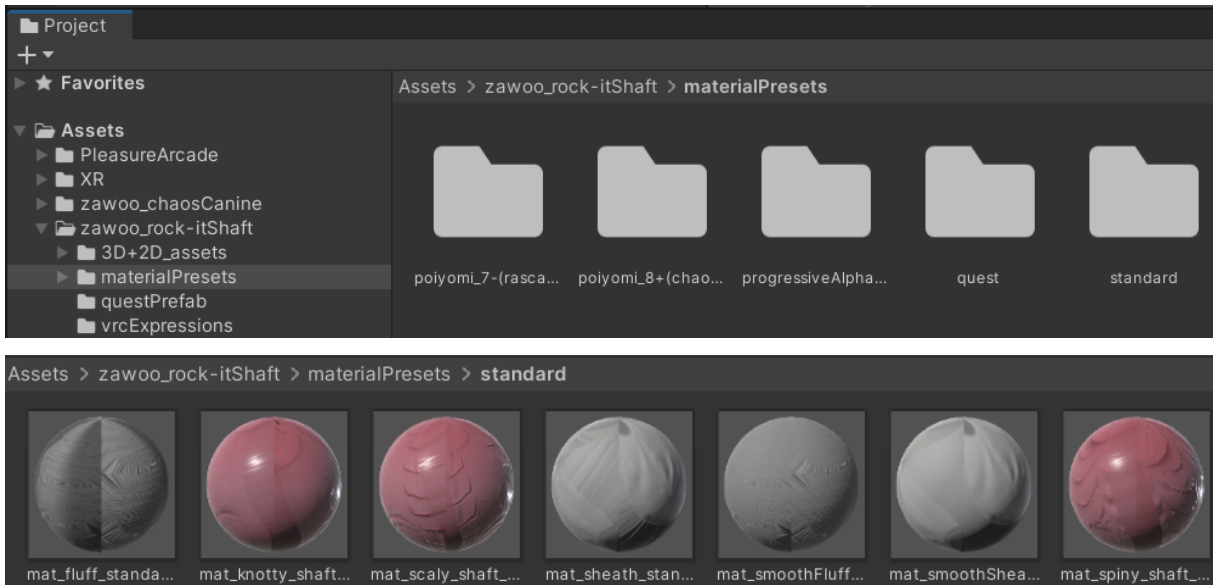
## Moving the Asset Around

To move the asset around, you can select the **“move, rotate and scale”** tool on the left side of your scene view (hotkey W,E,and R), and use the gizmo to manipulate it. It’s recommended to use the **“Pivot, Local”** orientation when manipulating.

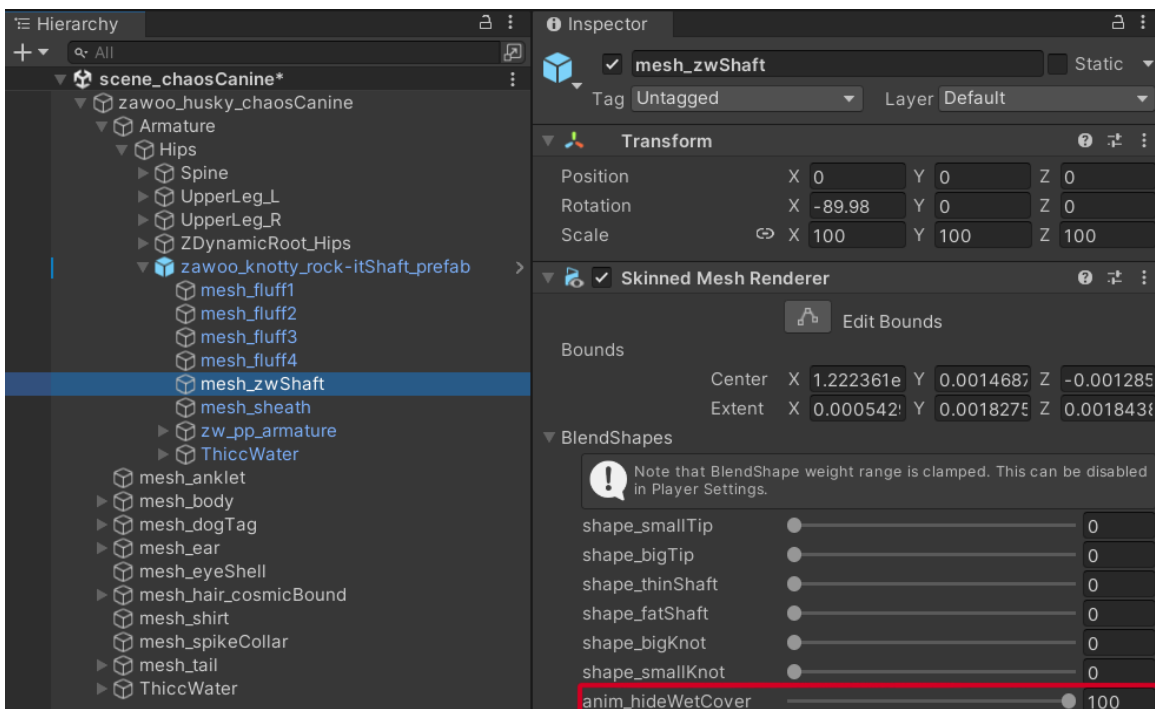


## Changing Materials

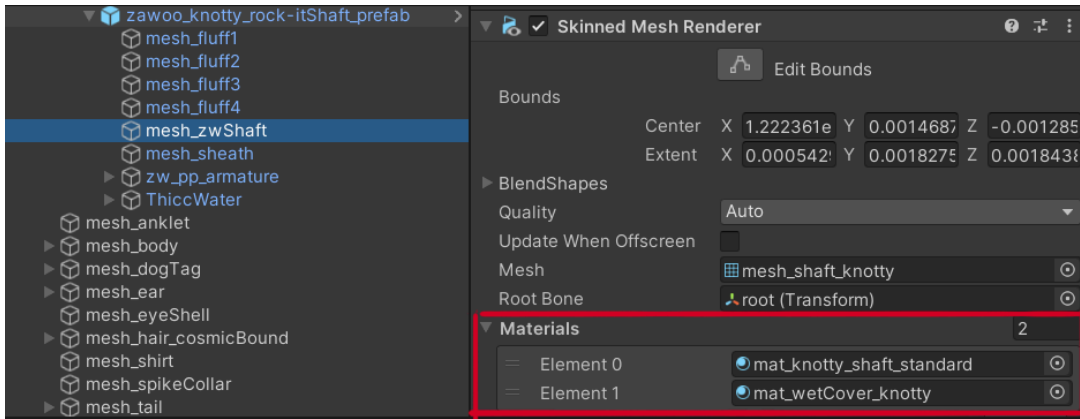
Several material presets are included, they are located in the **“materialPresets”** folder, the folders are labeled by shader. The default shader is **“Standard”**.



When applying materials, turn the blendshape **“anim\_hideWetCover”** up to 100. This will prevent you from accidentally replacing the material for the wet cover. If you have accidentally replaced the wet cover material and need to revert the mistake, it can be found in the folder **“zawoo\_rock-itShaft/materialPresets/progressiveAlphaShader”**.

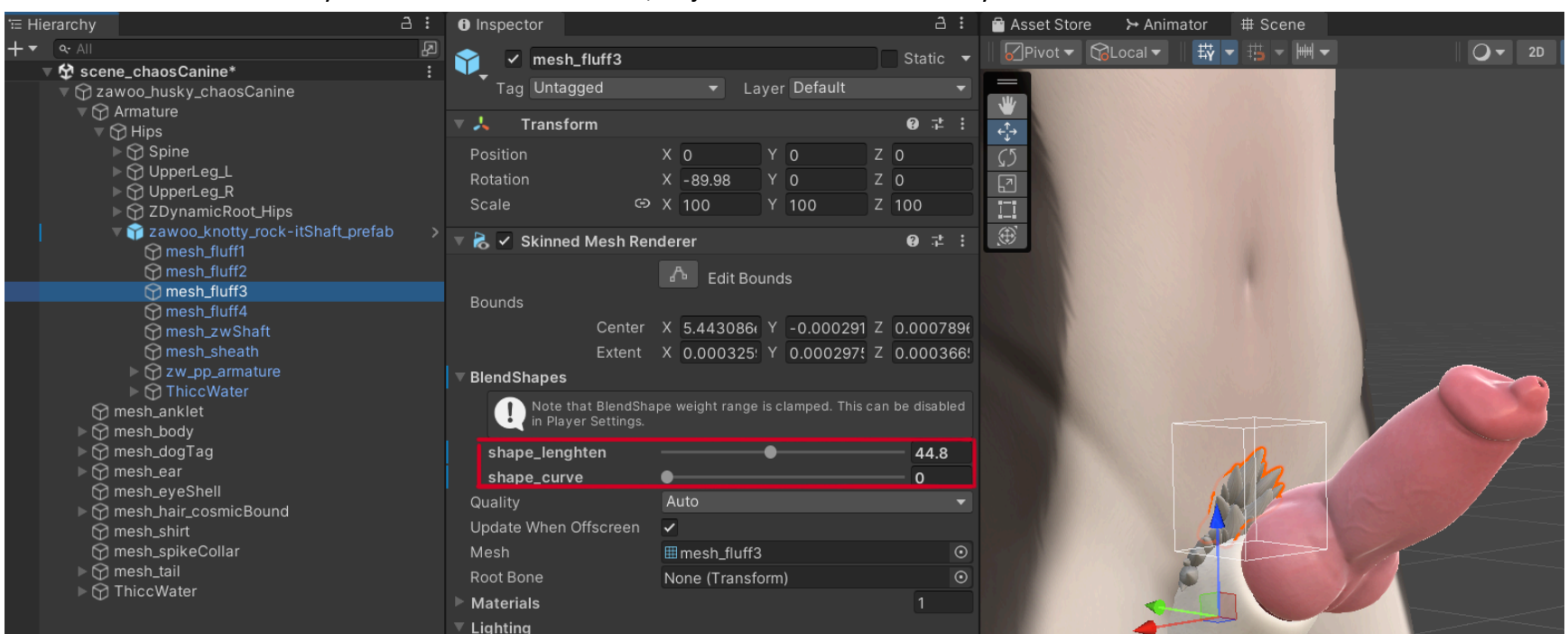


To apply the material, drag the material ball onto the mesh itself in the scene view. You can also drag them into the inspector, in the Materials field of the Skinned Mesh Renderer component.

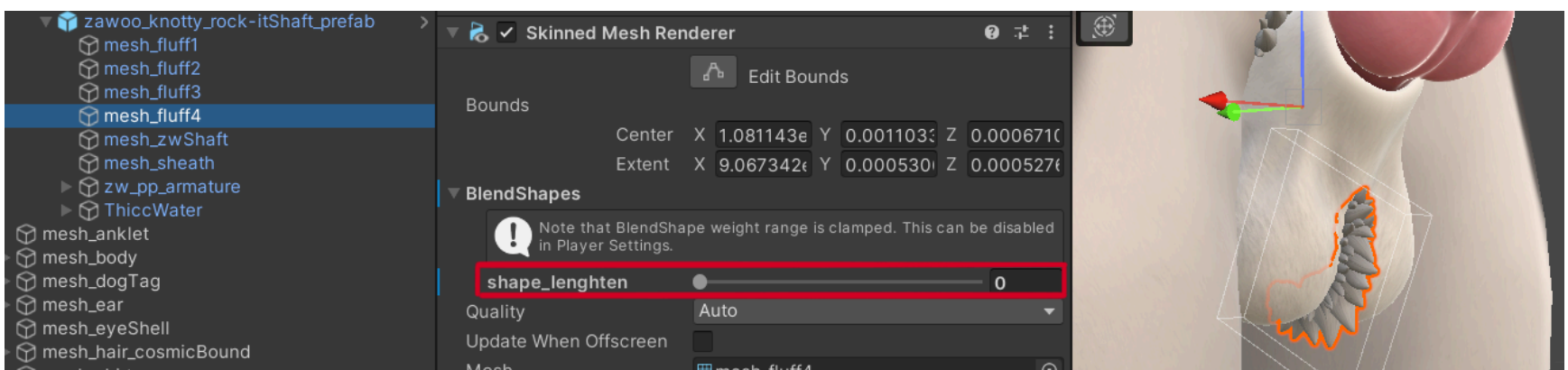


## Changing the Fluffs

You can move, rotate and scale “**mesh\_fluff1~3**”. They are not rigged. They can also be lengthened and curved with blendshapes. You can also delete them if you don’t want to use them, or just delete one or two if you want less fluff.



The gameobject “**mesh\_fluff4**” is rigged to the balls, therefore it can’t be moved, rotated or scaled. You can only lengthen it with blendshape, or get rid of it altogether by deleting it.



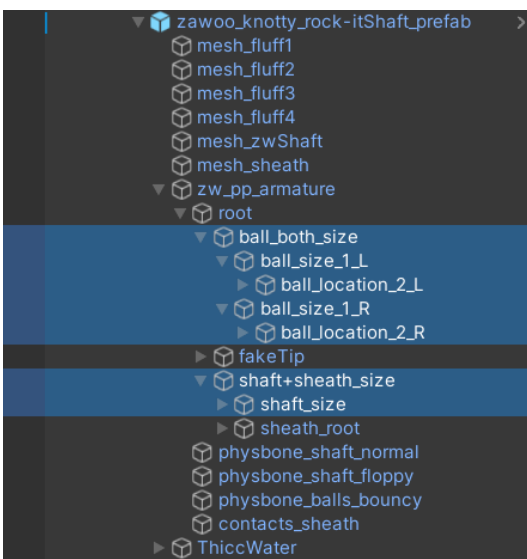
## Modifying the Shape of the Shaft, the Sheath, and the Balls

The shaft and the sheath can be modified in the following ways:

### Skeletal Modification

Several bones are designed to be altered, these bones are:

- **ball\_both\_size**  
*Only designed to be scaled. Modifies the size of both balls.*
- **ball\_size\_1\_L/R**  
*Only designed to be scaled. Modifies just one ball.*
- **ball\_location\_2\_L/R**  
*Designed to be moved and scaled, you can make your balls hang low! Or make one ball hang lower than the other one by just moving one ball.*
- **shaft+sheath\_size**  
*Only designed to be scaled. If you want a fat sheath, you can scale this bone up to achieve that, modifying this bone also changes the shaft size.*
- **shaft\_size**  
*Altering this particular bone might cause severe visual issues!! Proceed at your own peril. It's only designed to be scaled. This bone only changes the shaft size without affecting the sheath.*

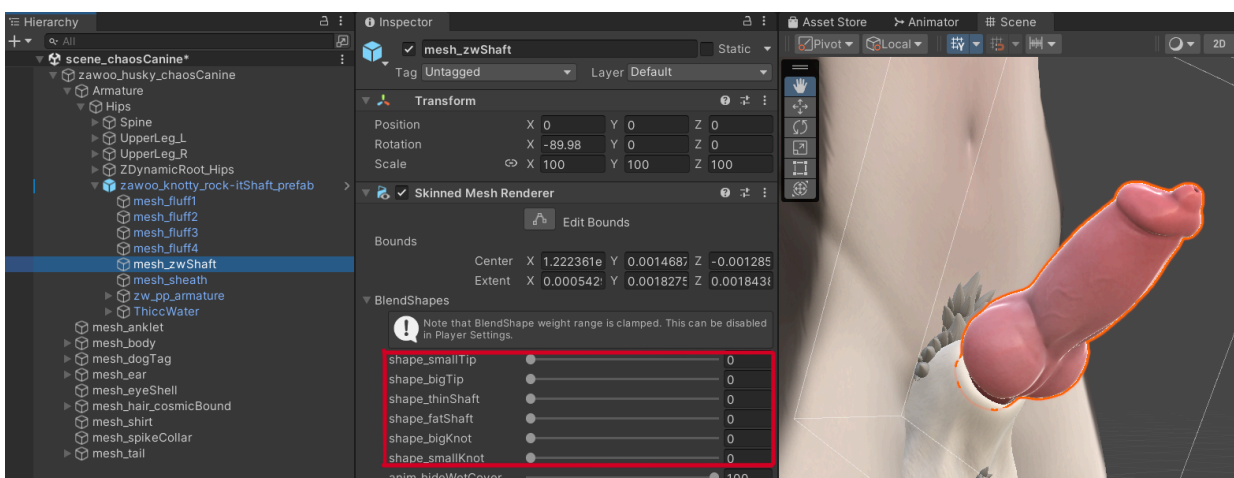


### Blendshape Modification

Changing any blendshapes might cause clipping issues! Proceed at your own peril.

- Altering any blendshapes on “**mesh\_zwShaft**” might cause the sheath to clip around the shaft during some animations.
- Altering “**shape\_smallTip**” and “**shape\_bigTip**” might cause clipping issues when the shaft is fully sheathed.

The gameobject “**mesh\_zwShaft**” contains several blendshapes for you to alter. They have the “**shape\_**” prefix.



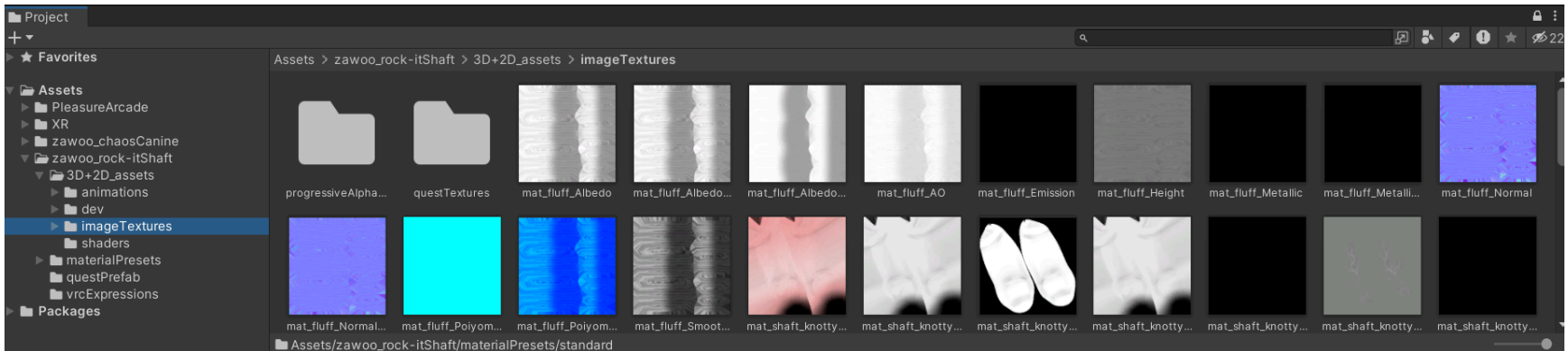
## Matching Sheath Material to the Body Material

*This section of the guide assumes intermediate understanding of avatar customization.*

In order to minimize lighting mismatch, you need to match the body material with the sheath. The easiest way to do this is to duplicate the body material, and modify it to suit the sheath. This will ensure they have identical shader and matching shader specific settings. Matching materials is more art than science, and since all avatars are set up differently, I won't go into the fine details.

After duplicating your body material, you need to remove all texture maps from that material, since they will not fit the sheath's UV.

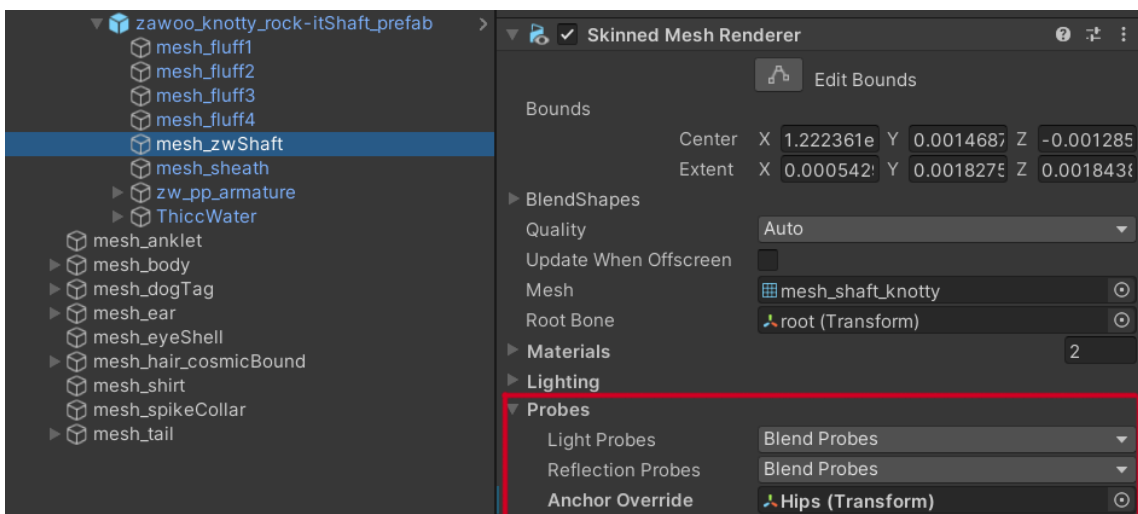
Textures are included in the folder "zawoo\_rock-itShaft/3D+2D\_assets/imageTextures". They are all labeled accordingly, and there are a lot of them. These should be enough to supply most shaders.



If the texture map has a slider accompanying it (usually to adjust the amplitude), you will most likely have to adjust it to make it look right. Textures with sliders will look something like the example below.



You can also set up Anchor Override in the Skinned Mesh Renderer of your meshes (both your body and sheath). This will make the body and sheath use the same light probes and reflection probes, minimizing lighting mismatch. You should also check the Light Probes and Reflection Probes setting on your body and sheath, make sure they use the same settings.



## Included SPP file

The included SPP file is located in the **Customization Kit**, it's an optional download. You can use it to make custom textures. You need the app Substance Painter to open it.