

KILLER KOBOLD VORE SYSTEM

APPENDIX: Advanced Animations

These features are intended for ADVANCED USERS.

They require a knowledge of Blender and custom edits to your model in order to be used!

1.) Your avatar will need to have existing belly size animations, begin by setting your belly to the maximum size and working from there.

2.) You will need to create several blendshapes on your avatar using Blender:

Squirm U

Squirm D

Squirm UL

Squirm UR

Squirm DL

Squirm U will be your upward movement

Squirm D will be your downward movement

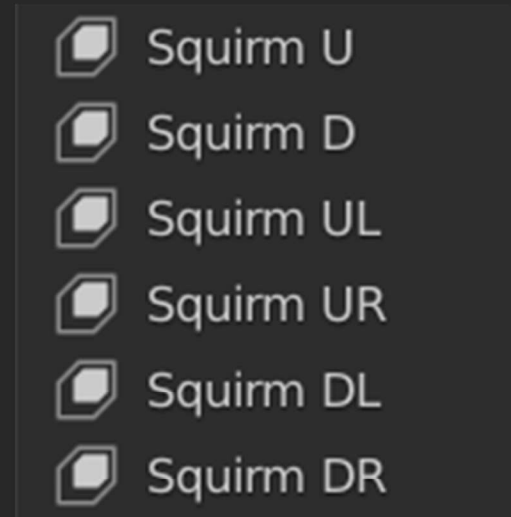
Squirm UL will be your upward left movement

Squirm UR will be your upward right movement

Squirm DL will be your downward left movement

Squirm DR will be your downward right movement

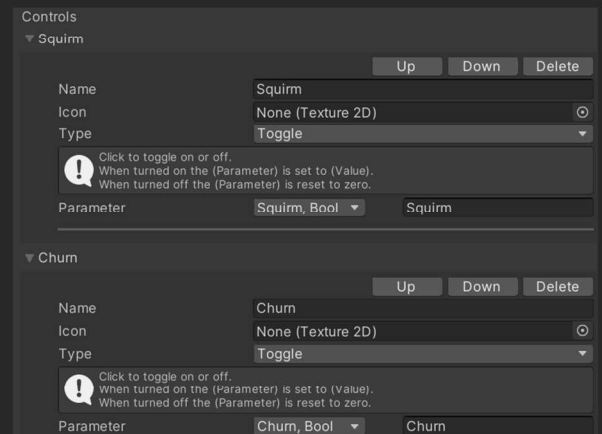
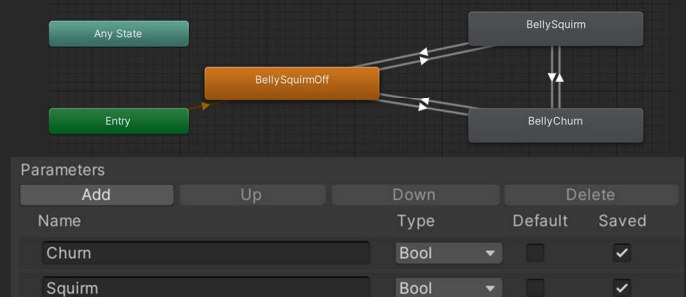
Examples are included at the end of this appendix.



3.) Reimport your model with the added blendshapes. Copy the animation layers and parameters from the AdvancedVore FX animator located in Assets>VoreSystem>Animations>Advanced Vore Animations to your avatar's FX controller

4.) Add the parameters listed in the AdvancedVoreParam parameters file to your avatar's parameters.

5.) Add the menu options listed in the AdvancedVoreMenu file to your avatar's menu





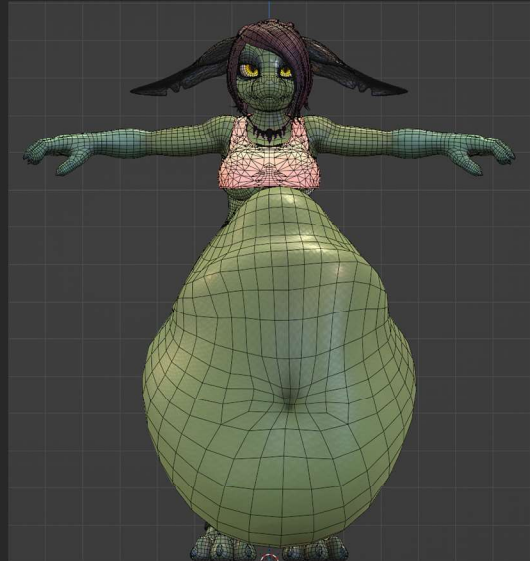
Squirm U



Squirm D



Squirm UR



Squirm UL



Squirm DR



Squirm DL