Introducing The Bone Zone

NOTE

If your armature is not named "Armature," it's advisable to rename it to "Armature" in another software such as Blender. Unity may have difficulty locating the armature under a different name if it's renamed within Unity itself. ¯_(ツ)_/¯ - *"Classic Unity".*

Important Note: Backup Your Custom Toggles and Animations

Before altering your avatar's naming convention, I strongly recommend creating a duplicate of your Avatar. This step is crucial to avoid any disruption to your custom animations or toggles that you've painstakingly set up.

Why Standardise Naming Conventions for VRChat Avatars?

There is a good chance that your avatar may follow a similar naming convention already. However, many players face difficulties when integrating assets, animations and toggles into their avatars. The root of this problem lies in Unity's animation system, which heavily relies on a hierarchical pathing structure.

In essence, if you're using assets configured for an avatar with a different armature naming convention, your animations won't function, forcing you to reconfigure everything manually.

The Solution: Embrace a Common Armature Naming Convention

Sharing animations today; even something as simple as a toggle, can be challenging due to Unity's hierarchical animation system. While alternative methods like path renaming or plug-in usage exist, they often add complexity and potential issues. Adhering to a standardised armature naming convention can significantly simplify the asset creation and installation process.

Thanks to the Avatar 3.0 Manager, asset creators can easily share FX Controllers, Expression Parameters, and Animations, ensuring smooth integration with other avatars. However, due to the diverse naming conventions for armatures, there's a significant likelihood that custom animations, whether purchased or obtained for free, may require extensive manual configuration. This makes the new approach a more user-friendly and less disruptive solution.

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Simplify Your Animation Setup

Embracing a common foundational naming convention for your avatars' armatures ensures Unity recognises the consistency of the armature system. This, in turn, guarantees seamless animation integration, leading to a smoother and more straightforward setup process for both users and creators.