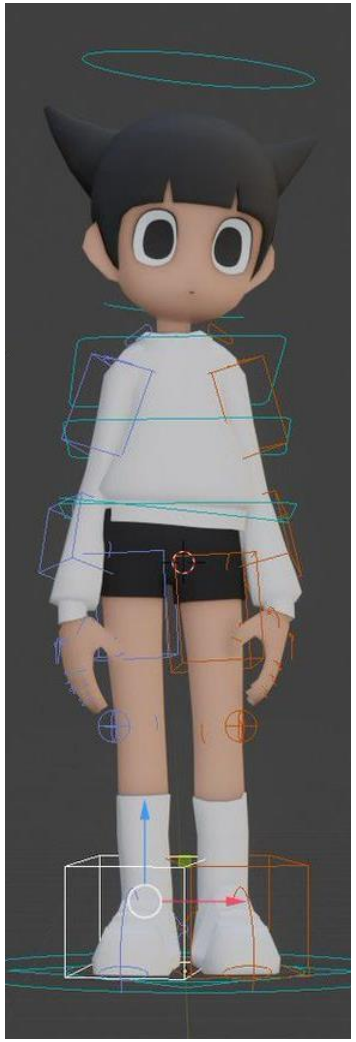
VRCHAT
BASE MESH V01

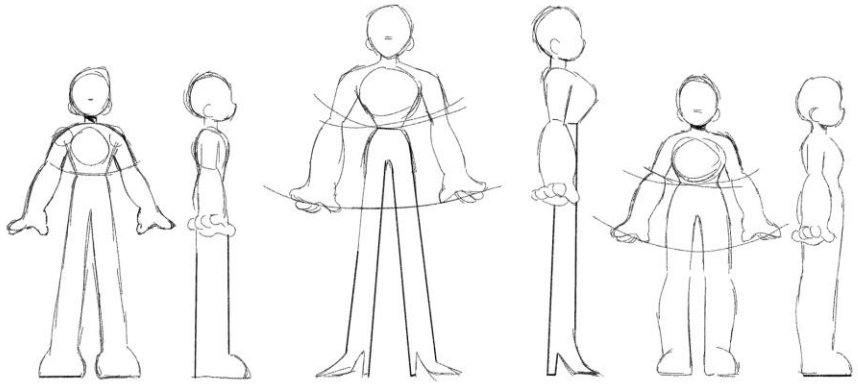
DESIGN PACKAGE

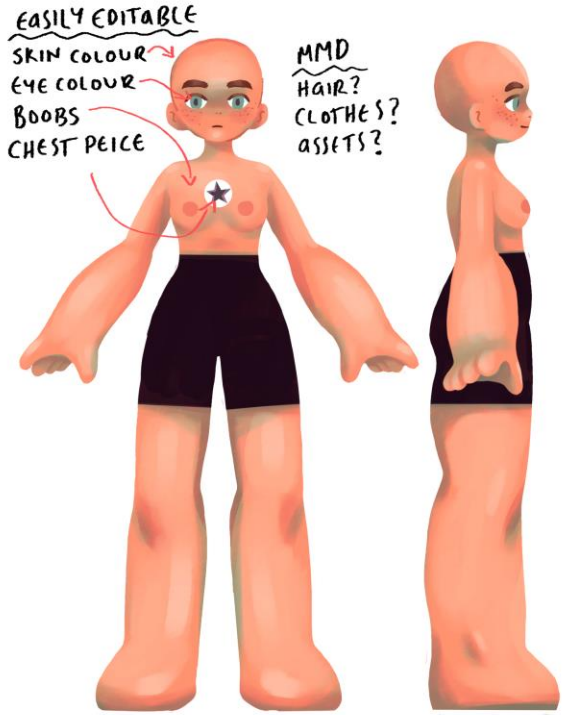
REFERENCE

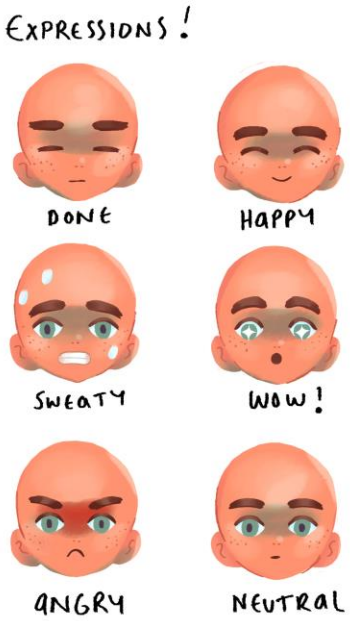


REFERENCE 02

EARLY CONCEPTS







RESEARCH

BOOBS & BODY SIZE

Initially my impulse was to create more diversity by providing base meshes with different sized bodies (larger/smaller/no breasts, large thighs and stomach, non-hourglass bodies) but reconsidered after reading *Virtual Body Ownership and its Consequences for Implicit Racial Bias are Dependent on Social Context*. As the title suggests, the social context in which avatars are embodied is more likely to influence behaviour and thinking around those bodies than any design element I could create. I have witnessed large bodies being used in VRchat and it is most often mocked or seen as a fetish object, and no matter what sized boobs I create, attention will be brought to them. SO, for my **first** base mesh to design an androgynous, flat chested, smallish figure with a slight hourglass silhouette to diversify representation of gender while keeping the body relatively "safe" with thin booblessness (this makes me very sad).

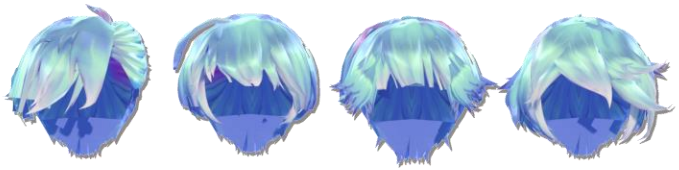
ANGROGYNY

A person's gender identity and their desire to appear adrogynous is not related, so this avatar is not trying to represent a particular gender identity or sexuality. I tried to design the base mesh so that it would softly challenge the significance of an avatars gender in social interactions in the first place-but the whole style might be so different from the norm that it becomes irrelevant .

CUSTOMIZATION

The ability to personalize an avatar is very important and something I wish I could provide more. Right now I think it is possible to have a skin and eye colour slider that is built into the avatar, however for clothes and hair it will need to be edited in a 3D software and uplaoded through unity. In *Extended Self in a Digital World* they discuss how if a digital possession takes a lot of time to aqcuire, then the value of that thing increases. I'm curious then if by taking the time to learn 3D in order to make a customized avatar increases the connection to it? Maybe there is a way to streamline or teach the 3D to VRchat pipeline where it is accessible but still challenging enough that the avatar feels deeply personal.

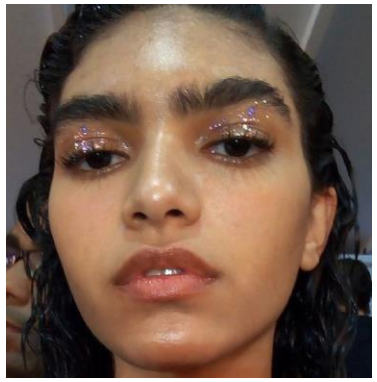
BODY

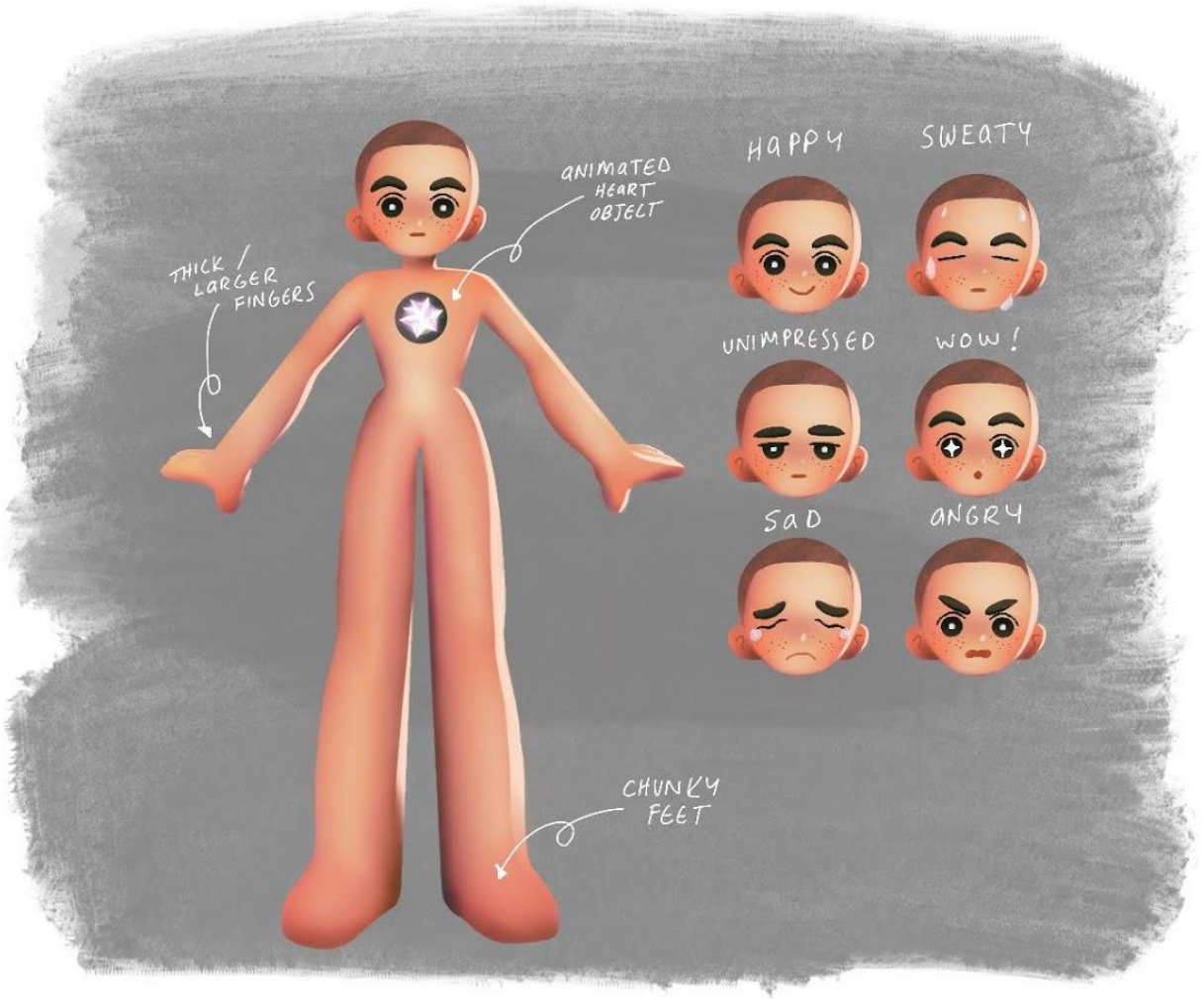


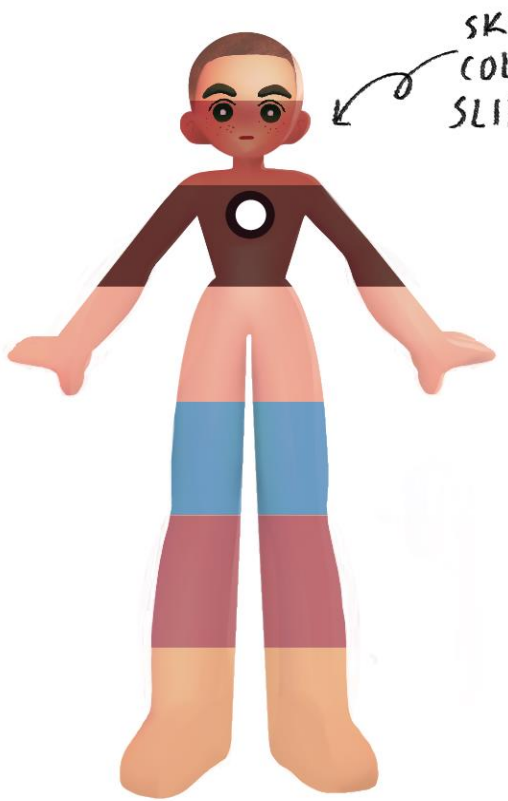
TdA Male Hair dL

mianbaga-MMd

DOWNLOAD

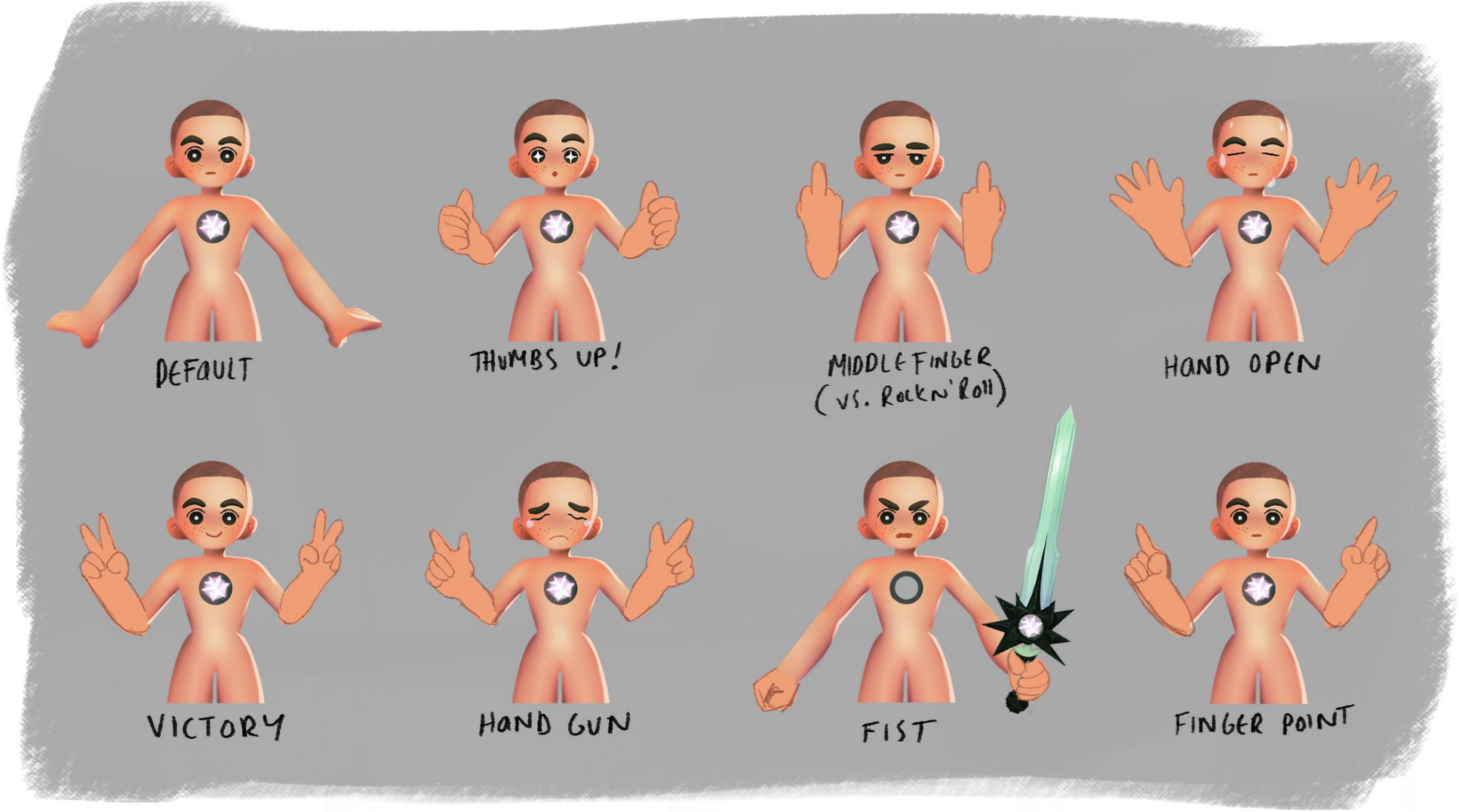






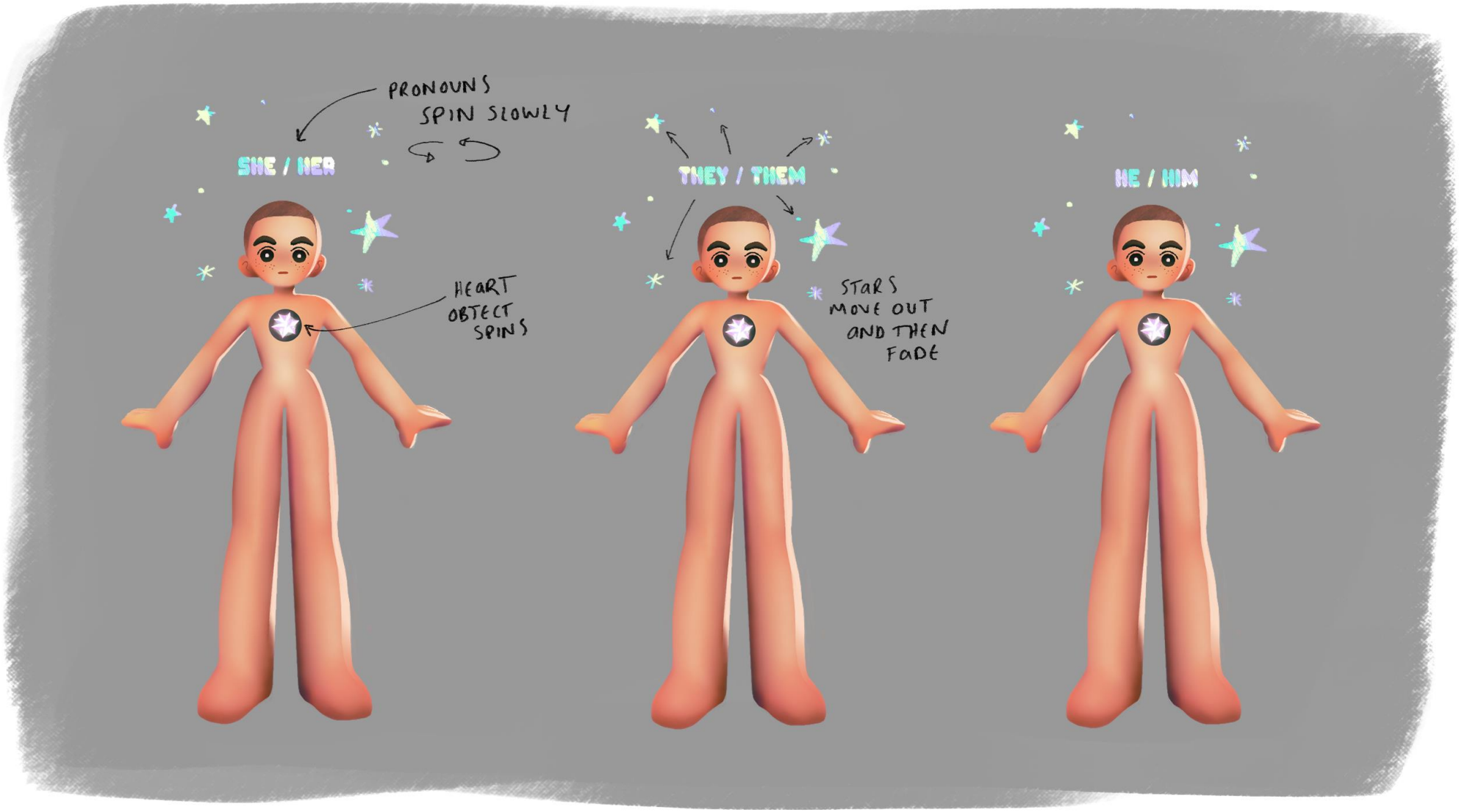
ANIMATIONS

VRChat Oculus Hand Chart
Hand Open
Victory
Finger Point
Hand Gun
Thumbs Up
Fist
Rock n Roll
Thumbstick: Let Go
Trigger: Let Go
Thumbstick: Hold
Trigger: Let Go
Thumbstick: Hold
Trigger: Let Go
Thumbstick: Let Go
Trigger: Let Go
Thumbstick: Let Go
Trigger: Press
Thumbstick: Hold
Trigger: Press
Thumbstick: Hold
Trigger: Press


DEFAULT
THUMBS UP!
MIDDLE FINGER
(vs. Rock n' Roll)
HAND OPEN
VICTORY
HAND GUN
FIST
FINGER POINT

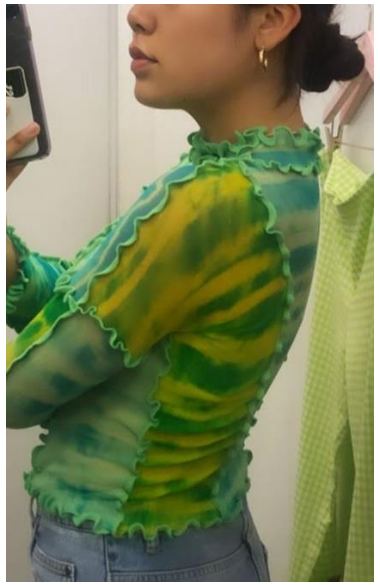
ANIMATIONS

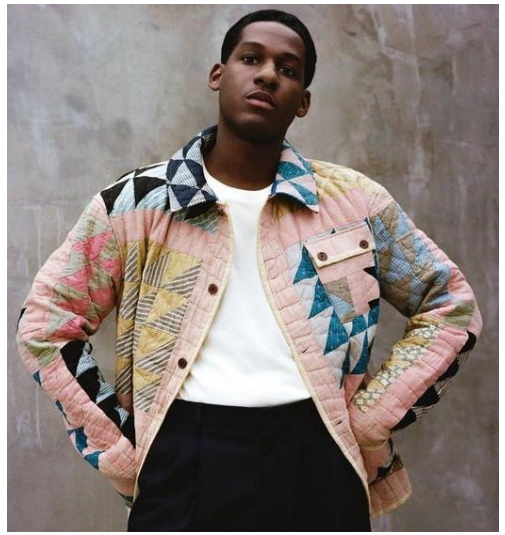
Ideally pronoun animation could be exported and shared so any user could add it to their own avatar.

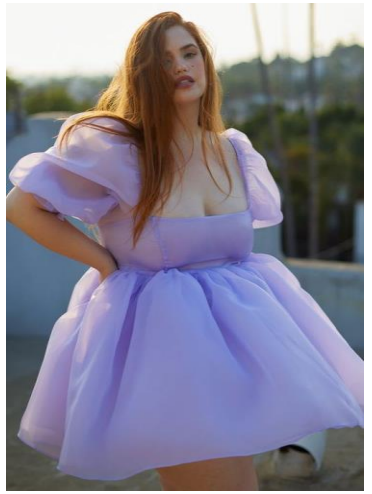


CLOTHING

(reference)

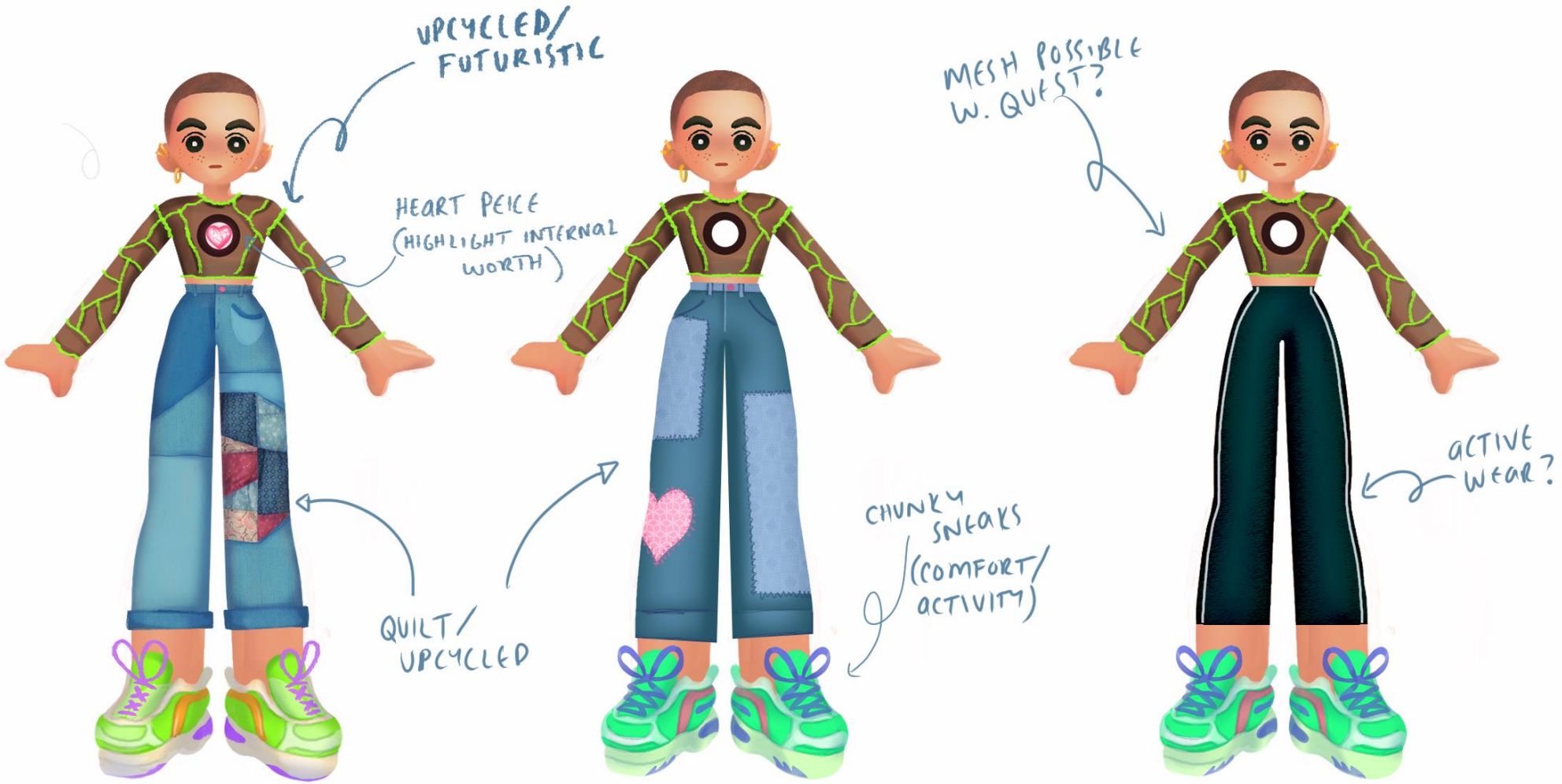






CLOTHING

From scratch outfit that provides an alternative to current avatar fashion trends (Tech/fetishwear) and communicates comfort and thrifting/upcycled fashion.



CLOTHING

On the right are MMD assets you can download for free from Deviantart that I would like to test out on my base mesh to see if they are compatible.

MMD Assets to test on model top, middle, bottom

WEAPON

- Having an avatar with a weapon is very common. It helps to establish boundries, play and show off.

- My favourite avatars have a sword and using it is very empowering and can buy time if I'm in an uncomfortable situation.

WEAPON

* I tested out an avatar with a staff and it's not the same. I think a sword/knife works the best because so much of it is sharp. A gun *kinda* has a similar effect depending on the bullet animation but a sword/knife creates a great barrier.