

PsiCorpVR – Dragon Penis

Support and socials

If you need support for this asset or wish to join the PsiCorp community in order to hang out and socialize, share pics of your works and personal avs etc, see WIPs of new items, or tell me your ideas and suggestions, check out these links:

- Discord: <https://discord.com/invite/JNgbqT9Nkw>
- Blog: <https://psicorp.us/>
- Support: <https://support.psicorp.us/>

Basic information

This asset is fully set up and ready to use on any avatar, and comes with SPS pre-configured as well as optional Thicc Water support.

How to install this product

This manual assumes you have some basic knowledge about the Creator Companion app as well as the Unity editor. In order to customize this avatar, you will need to be able to handle basic editing tasks within Unity.

You also need to at least possess the „New User“ rank in VRChat in order to be allowed to upload your own content there.

Installation Requirements

You will require the following items within your project in order to successfully import this asset:

- VRCFury - <https://vrcfury.com/>
- Poyomi 9.0.61 - <https://www.poyomi.com/>
- Thicc Water 1.3 (Optional) - <https://pleasurearcade.gumroad.com/l/thicewater>

Adding to your avatar and basic customization

Once you have loaded up your desired avatar project, simply import the unity package. You can find three prefabs in the root folder of your import:

- Full: Has all of the features, uses the most polygons/parameters.
- No Fluff: Same featureset as full, but loses the fluff to save on polycount.
- Lite: No fluff on the mesh, as well as a greatly reduced featureset, loses almost all of the customization floats, thicc water etc, and uses just above 30 bits of parameters. Useful if you are tight on parameter space and/or don't need the additional features.

Select the prefab that is right for your use case, and drag it into the scene, then in the hierarchy window, make sure to drag it onto your avatar. After, you may position and size it to your liking, then simply upload and the VRCFury components will handle the rest.

Lastly, if you wish to make your penis respect the state of your worn clothing, you may use the „ShowPenis“ boolean parameter in your avatar animator to control the visibility state. This assumes you have some knowledge on how animators work.

License

You **may**:

- Upload this asset to VRChat on a private avatar for your personal use.
- Customize and edit this asset to your likings, for personal use.
- Utilize the included asset for other, personal projects.
- Upload this asset to other VR platforms for personal use (e.g. CVR).
- Create additional parts for this asset for private or commercial purposes, as long as they consist of your own work you do not distribute any parts of this asset along with it (for example clothes, piercings, hairstyles etc.).
- Create customized/edited versions of this asset for third parties as long as you and said third party have purchased a copy of this asset.
- Create derivative artworks - drawings, fursuits, etc - of this model, as long as these uses do not violate any other terms listed here and as long as I am properly credited as creator of this asset.

You **may NOT**:

- Upload this asset as public and/or cloneable.
- Take credit for this asset or any part of it.
- Distribute this asset or any part of it on any platform whether free or commercially, in any way, shape or form.
- Use any form of ripping software in order to obtain a copy of this asset from within VRChat or other virtual worlds.

- Utilize this asset in or in order to create any form of illegal, racist, dehumanizing, slanderous or hateful content, or make any modifications to it of such nature, regardless of platform or type of media.
- Use or utilize this asset in any way that violates the terms of service of the platform it is used on, or in any other way expressly disallowed by my own terms of service.

You understand the following:

- You receive this asset as-is, and need to upload it to VRC yourself.
- I reserve the right to receive credit for any creation or use case this model is being used for.
- I will not be held responsible for any form of ToS violation or use in above mentioned unsanctioned content of this asset by you or any third party involved in such an incident.
- If you have any questions about these terms of service, you will reach out to me for clarification, I will seek to provide a quick and reliable answer to your inquiries.
- I reserve the rights to use my work for any media, advertisement, social media or use within other games and media as I see fit.
- If you wish to utilize any part of this asset in your own creations intended for distribution, be it original or modified, you must reach out to me for written permission, and explain your intents as part of such request.
- I reserve the right to litigate against any breach of these terms of service in accordance to their severity.
- These terms and conditions are subject to change at any time without prior notice. If you find yourself affected directly by such a change, again please reach out to resolve any conflicts stemming from it.