

LUX

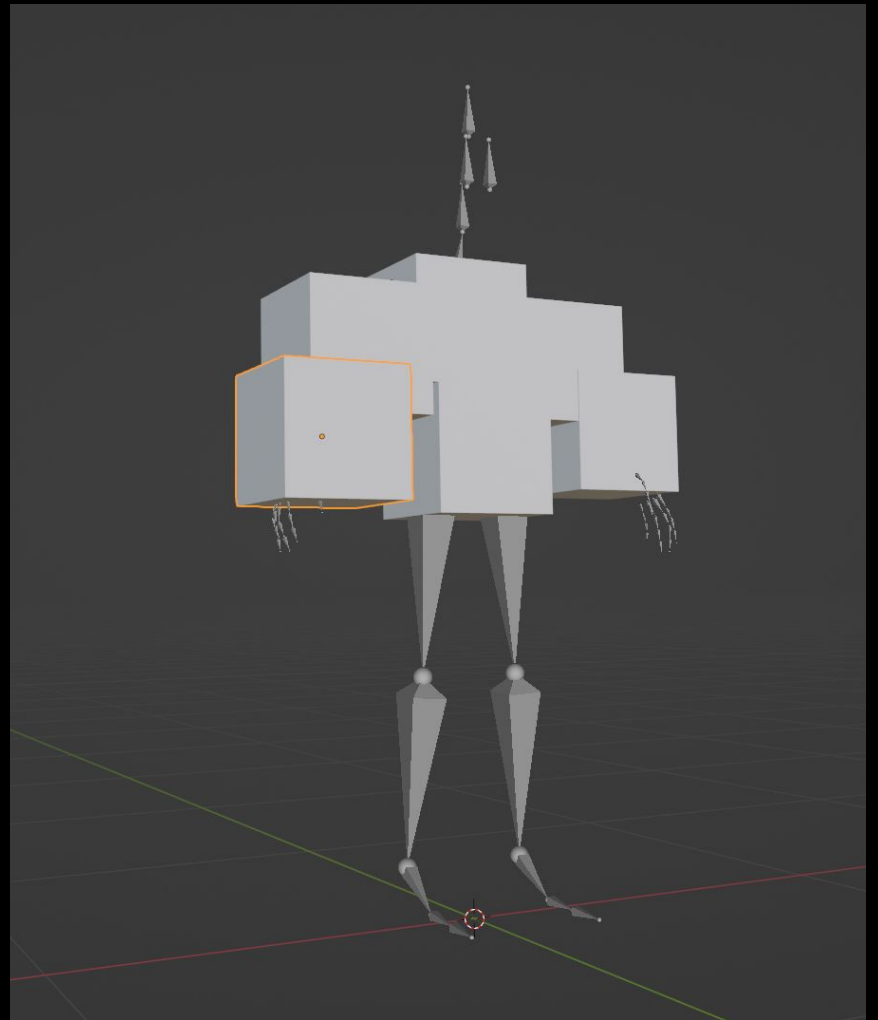
How to upload custom avatar Luxverse

2. Alter the mesh or replace it and apply it to the rig.

3. Export it as .glb file

The recommended file size is around 624 KB or at least 7MB.

The imported 3d character model needs to be up to 20,000 as polygons count to respect the limits are presents in the whole VR environment.



4. Upload it to server

5. Past the URL in the Lux platform

