VAM POV Embody

First you need the Plugin Embody by Acid Bubbles https://hub.virtamate.com/resources/embody.6513/

Copy the downloaded Var File in your AddongPackages Folder in your Virt-A-Mate\Prog Folder

Select the Person, which you want prepare for Embody After selecting make shure, you are on the Control Tab Then click Select Root



Go then to the Tab Plugins and klick on Add Plugin



Now click Select File
Add Plugin



Select the AcidBubbles.Embody Plugin, then select Embody.cslist



Now Click Open Custom UI..



Chose now the following settings, then close

Active Welcome to Embody <3		Welcome to Embody ! This plugin improves possession on many levels. Select a mode, run the wizard and select the Active toggle to start! Scroll for more information.		
	Launch Wizard	Manage Presets		
Create Mirror		Save As Default Profile		
	Apply Possession-Ready Pose	Apply	Filter	X 12/12
		Preset	(Select To A	pply)
	Select World Scale	Configure World Scale		
\checkmark	Select Hide Geometry	Configure Hide Geometry		
	Select Offset Camera	Configure	Offset Camera	a
\checkmark	Select Passenger	Configure	Passenger	
	Select Trackers	Configure	Trackers	
	Select Snug	Configure Snug		
	Select Eye Target	Configure	Eye Target	
Configure Triggers		Other Settings		
				Close

Configure Passenger				
Active	Rotation			
< Back	RotationSmoothing 0.00			
Control	Rotation X 0.00			
✓ Lock Camera Position				
Lock Camera Rotation	-10 -1 -0.1 -0.01 Default 10.01 10.1 11 110			
User-Driven Rotation				
Exit	-10 -1 -0.1 -0.01 [Default +0.01] +0.1 [+1] +10			
✓ Exit On Menu Open*	Rotation Z 0.00			
Adjustments	-10 -1 -0.1 -0.01 Detault +0.01 +0.1 +1 +10			
Prevent Camera Roll	Position			
Prevent Camera Tilt	PositionSmoothing 0.00			
Head-eyes Distance 0.00	-10 -11 -0.1 -0.01 Default +0.01 +0.1 +1 +10			
Range 1X 10X	Position X 0.0000			
Settings	-0.1 0.01 -0.001 0.0001 Default +0.000 +0.001 +0.01 +0.1			
✓ *Use Profile (Not Saved In Scene)	Position Y 0.0000			
✓ Buffer Position	Range TX 100			
Look At	Position Z 0.0000			
Look At Eye Target	Range 1X 10X			
	-0.1 [-0.01]-0.001[-0.0001] Default [-0.000]-0.001] +0.01 [-0.1			
Select Eye Target				
Look At Weight 1.00				
-10 -1 -0.1 -0.01 Default +0.01 +0.1 +1 +10				

Now we need a Trigger to activate the Embody Mode

Go on Open Add Atom Menu

Chose Triggers, Click on UIButton





Under the Tab Button, we type in a name for the Button, in this case, Embody



Now go to Button Trigger and click on Add Click Action

			UIButton
	Remove All Actions		
	Add Click Action	Copy Actions	Paste Actions
Button Trigger			
Button			
Plugins			
Scale			
Animation			
Move			
Preset			
Control			

If you want, you can type a Name in the Field, in this case Embody Then click on Settings

			UIButton
Remove All Actions			
Add Click Action	Copy Actions		Paste Actions
Embody	Settings	Duplicate	Remove

			UIButton
🗸 Ena	able	Embody	
Receiv	/er	Filter	X 0/0
Atom		Person	
		Filter	X 293 / 293
Receiv	/er	plugin#0_Embody	
Receiv	/er	Filter	X 32/32
Targe	Target	ToggleActive	
	_		
Then click c	ok at	the bottom	

OK

Under Receiver Atom, chose your Person which you want to Embody

Under Receiver, chose the Embody Plugin

Under Receiver Target, chose ToggleActive

If you now click on the Embody Button in the Scene, it will avtivate the Embody mode