

Whitelisted Components for Avatars

List of whitelisted components for use on avatars. Includes relevant documentation links.

CVR Components

Components included within the Content Creation Kit.

- [CVR Asset Info](#)
- [CVR Avatar](#)
- [CVR Pointer](#)
- [CVR Advanced Avatar Trigger](#)
- [CVR Toggle State Trigger](#)
- [CVR Haptic Chest Area](#)
- [CVR Parameter Stream](#)

Unity Components

- [Animator](#)
- [Rigidbody](#)
- [Fixed Joint](#)
- [Hinge Joint](#)
- [Spring Joint](#)
- [Configurable Joint](#)
- [Cloth](#)
- [Capsule Collider](#)
- [Sphere Collider](#)
- [Box Collider](#)
- [Line Renderer](#)
- [Trail Renderer](#)
- [Mesh Filter](#)
- [Mesh Renderer](#)

- Skinned Mesh Renderer
- Light Probe Proxy Volume
- Aim Constraint
- Parent Constraint
- Position Constraint
- Rotation Constraint
- Scale Constraint
- Look At Constraint
- Particle System
- Particle System Force Field

FinalIK

- CCD IK
- Limb IK
- Biped IK
- Grounder IK
- Full Body Biped IK
- Grounder Biped IK
- Rotation Limit Angle
- Rotation Limit Hinge
- Rotation Limit Polygonal
- Rotation Limit Spline
- Rotation Limit Utilities

FinalIK is a third party asset available in the Unity Asset Store.

Dynamic Bone

Dynamic Bone: Adds a dynamic bone to the component.

Dynamic Bone Collider: Adds an collider that collides/interacts with dynamic bones.

Dynamic Bone Collider Base: Base class for dynamic bone colliders

Dynamic Bone Plane Collider: Adds an collider plane that collides with dynamic bones.

Dynamic Bone is a third party asset available in the Unity Asset Store.

Magica Cloth

- [Magica Bone Cloth](#)
- [Magica Bone Spring](#)
- [Magica Mesh Cloth](#)
- [Magica Mesh Spring](#)
- [Magica Render Deformer](#)
- [Magica Virtual Deformer](#)
- [Magica Plane Collider](#)
- [Magica Sphere Collider](#)
- [Magica Capsule Collider](#)

Magica Cloth is a third party asset available in the Unity Asset Store.

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