

VRChat FBX

[VRChat](#) Unity Windows

prefab

FBX

Windows Unity Project

VRChat

FBX inspector generic Huma

VRChat

“Head” jaw “neck”

jaw VRChat “jaw” delete

“done” “apply”

“” X Y Z 0

FBX materials extract materials

inspector Unity VRCh

VRChat Pumkin's Avatar Tools VRChat Creat

<https://rurre.github.io/vpm/>

<https://github.com/rurre/vpm#readme>

Windows project “import”

Pumpkin>Tools>Avatar Tools hierarchy Pumkin Tools “Select from

Quick setup avatar,

pipeline manager ID VRChat

VRC Avatar Descriptor

Sippbox

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