

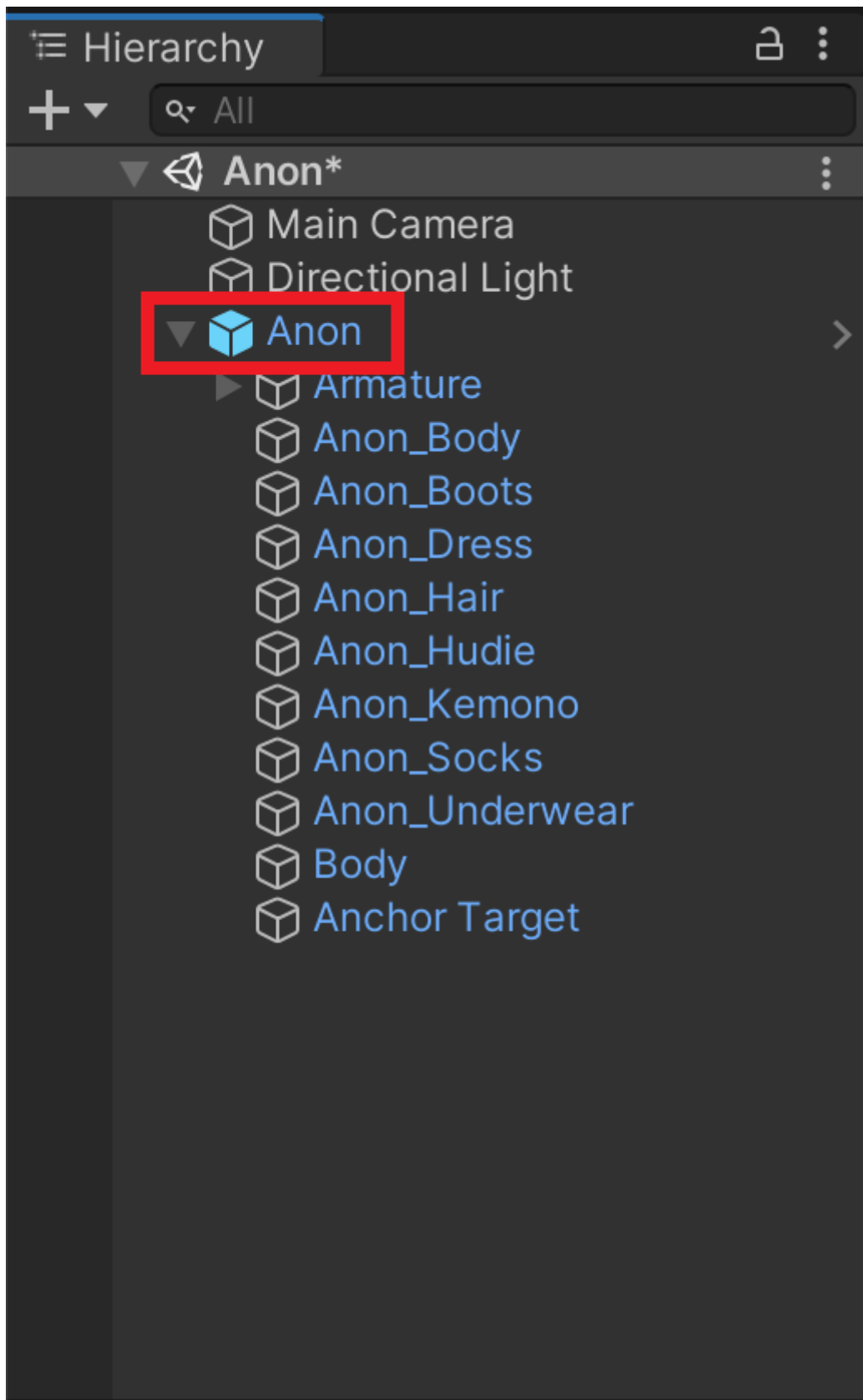




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“” VRChat  “” VRC Avatar Descriptor 



inspector

- Trace And Optimize
- UnusedBonesByReferencesTool



SkinnedMeshRenderer SkinnedMeshRenderer



Mesh SkinnedMeshRenderer



- MergeSkinnedMesh
(Skinned) MeshRenderer



Mesh SkinnedMeshRenderer



- Remove Mesh By BlendShape
- Remove Mesh in Box
- Freeze BlendShape
- Merge ToonLit Material