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- [□□□□](#)

AAO

Avatar Optimizer [VPM](#) `com.anatawa12.avatar-optimizer` `vpm` `Package`

VCC

- `anatawa12`
- `VCC` `Avatar Optimizer`

UnityPackage

`*.unitypackage`

- `*.unitypackage`
- `*.unitypackage`

- [0.1.x](#)
- [0.2.x](#)
- [0.3.x](#)
- [0.3.x](#)
- [x.x.x](#)

[VPAI](#)

vrc-get

[vrc-get](#)

```
# add our vpm repository
vrc-get repo add https://vpm.anatawa12.com/vpm.json

# add package to your project
cd /path/to/your-unity-project
vrc-get install com.anatawa12.avatar-optimizer
```

☐☐ VPM ☐☐☐☐☐☐

[VPM/VCC CLI](#) ☐☐☐☐☐☐

```
# add our vpm repository
vpm add repo https://vpm.anatawa12.com/vpm.json

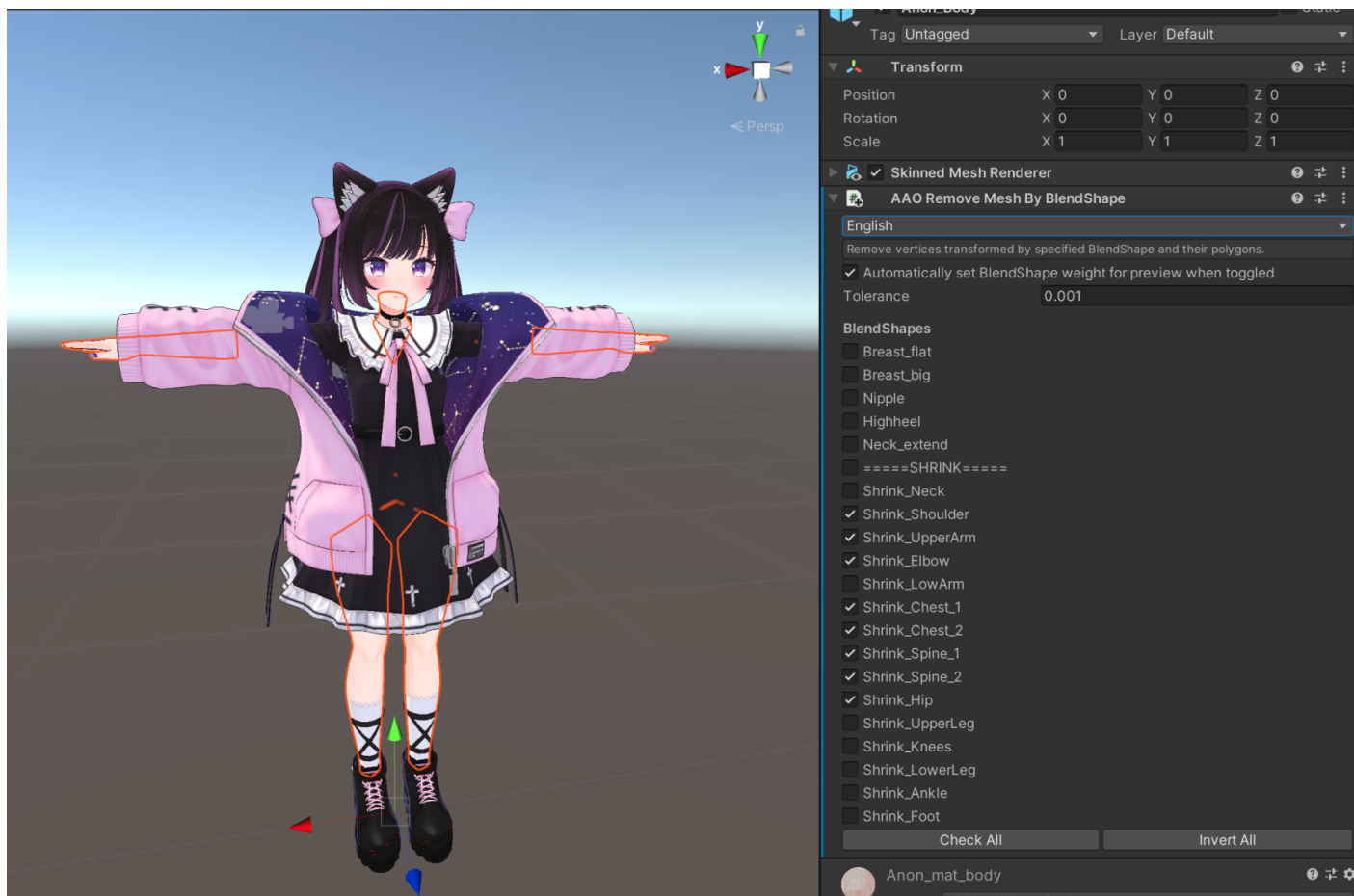
# add package to your project
cd /path/to/your-unity-project
vpm add package com.anatawa12.avatar-optimizer
```



- BlendShape¹
 - Blendshape Blendshape
 - Blendshape
- PhyBone
 - PhysBone² Mesh
- PhysBone
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AvatarOptimize AAO Trace And Optimize

Tolerance Tolerance BlendShape



1. BlendShape Morphing Unity Maya Target Shape Blender Shape Key Morph
2. Mesh SkinnedMeshRenderer MeshRenderer Unity Mesh