



- [Avatar Optimizer](#) 
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Avatar Optimizer

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Avatar Optimizer

Avatar Optimizer ☐ ☒ NDMF ☐ VRChat ☐

VRChat ██████████ Avatar Optimizer ██████████

Avatar Optimizer

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bug

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AAO Merge Skinned Mesh 1.7.x BlendShapes

[illegible]

bug BlendShape

☐ Automatically Freeze BlendShape ☒ AAO Trace and Optimize ☐ BlendShapes ☐ BlendS ☐ AAO Merge Skinned
Mesh ☐

[illegible][illegible]

bug

-
- A horizontal number line with vertical tick marks every 10 units, labeled from 0 to 100. A blue bracket is drawn below the line, spanning from the 0 mark to the 20 mark. The number 20 is written below the bracket.





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AAO Trace and Optimize

AAO Trace and Optimize

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Root Bone

[AAO Merge Skinned Mesh](#) Root Bone Merge Root Bone

[Modular Avatar](#) [MA Mesh Settings](#) Root Bone Bounds

AAO Merge Skinned Mesh

Anchor Override

[AAO Merge Skinned Mesh](#) Anchor Override Merge Anchor Override

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AAO Merge Skinned Mesh



console

Is [#340](#)

AAO Merge Skinned Mesh

AAO Merge Skinned Mesh

AAO Merge Skinned Mesh Merge - Merge Materials

AAO Merge Skinned Mesh

BlendShape

BlendShapes console

Is [#568](#)

OSC PhysBones / Contact Receivers

AAO Trace and Optimize AAO Trace and Optimize PhysBone/Contact Receiver OSC

PhysBone / Contac AAO Trace and Optimize OSC

Animator Expressions PhysBone / Contact Receiver OSC
AAO Trace and Optimize OSC Animator Controller Expression Pa

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- [illegible]

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1. AAO Merge Skinned Mesh