

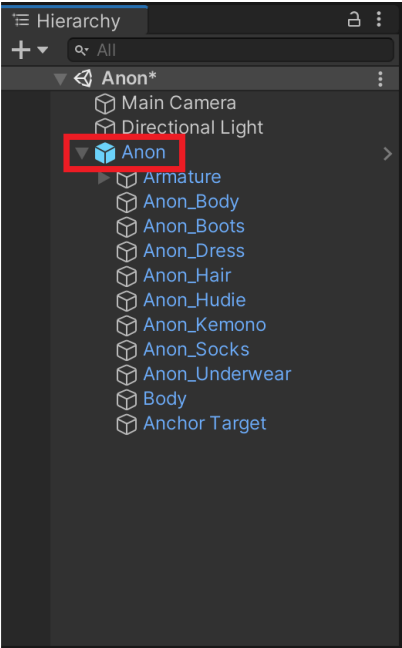




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“[]” [] VRChat []“[]” [] VRC Avatar Descriptor []



[] inspector []



- Trace And Optimize
- UnusedBonesByReferencesTool




SkinnedMeshRenderer SkinnedMeshRenderer



Mesh SkinnedMeshRenderer



- MergeSkinnedMesh
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Mesh SkinnedMeshRenderer



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