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□□□□□□□□	□□□□□□□□Unity□□□□Avatar □□ □□Modular Avatar □VRCFury
Avatar	□□□□
VRChat Creator Companion	VCC□□□
Armature	□□
Mesh	□□□
Texture	□□□□□□□□
Material	□□□□□□□□
Shader	□□□□
Animator	□□□□□□□□
Animation	□□
(Unity) Editor	Unity□Unity □□□□□□□□
(Unity) Project	□□□□□□□□
World	□□□
Prefab	□□□□□□□□
Hierarchy	□□□□□
Hips	□□□ □□□□□□□□□□

Upload Ready	<div><div></div><div></div></div>
VRChat	VRC
Object	<div></div>
Component	<div><div></div><div>Inspector</div><div></div></div>
Asset Window	<div><div></div><div>Project</div><div></div></div>
Inspector	<div></div>
Skinned Mesh	<div><div></div><div>Mesh</div></div>
liltoon	<div><div>Shader</div><div>Booth</div><div>Upload Ready</div><div>Avatar</div></div>
poiyoumi toon	<div><div>shader</div><div></div></div>
Renderer	<div><div></div><div>Mesh</div><div>Mesh</div><div>Skinned Mesh</div></div>
VRC Avatar Descriptor	Avatar
Playable Layers	VRC Avatar DescriptorAvatar5Animator
Physbone Collider	<div><div></div><div>Physbone</div><div>Component</div></div>
Physbone	<div><div></div><div>VRChat Avatar Dyn</div></div>
Parameter	<div></div>
Expression Parameters	<div></div>

