



# Maebbie

 VR, Unity & Blender 

 **Maebbie**

[Maebbie's precise Solu... | VRCLibrary](#)

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- [Maebbie's precise Solu... | VRCLibrary](#) Blender 3  2.8x 
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VRChat san

<https://www.youtube.com/embed/VLU6A4JWsWk?list=PLHPI0SFKkUjNIZs5K9BV4pgXiLrQpEu2D>

Youtube

Blender 3 2.8x

<https://www.youtube.com/embed/1sPXOYgrZdE?list=PLHPI0SFKkUjNIZs5K9BV4pgXiLrQpEu2D>

























<https://drive.google.com/file/d/14xxvT46tuirax4CwhM4xGSB2nygefXRA/view>



Atoll of Ether	Blender	Hammer	ProBuilder
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Blender Hammer ProBuilder Blender 2.8

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-  ProBuilderInBlender\_By\_Maebbie.blend 
-  ProBuilderInBlenderKeybinds\_By\_Maebbie.blend.py 
  -  ->  ->  ->  -> 
-  Blender 
  -  2.83  2.9  gridoverlay.py  C:\Users()\AppData\Roaming\Blender Foundation\Blender\2.90\scripts\startup  ProGrids  N 
  -  2.83  gridoverlay.py  C:\Program Files\Blender Foundation\Blender\2.80\scripts\startup 

11

- WASD → Unity → / →
  - → → → → → + -
  - 3D - 3D -
- 
- Blender
- Shift+D → ctrl+c ctrl+v →
- Blender → ProBuilder →

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- `BSDF` `GridBox_Default`
- `"Material Hacker"` `" "` `0.5` `/`



<https://www.youtube.com/embed/urrhgBHVGQ?list=PLHPI0SFKkUjNcC8r3tLFW1-WCdNCAAFjV>

VR Quest

Youtube

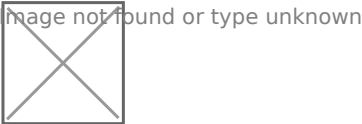
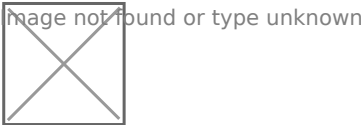
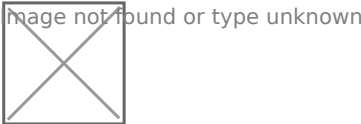
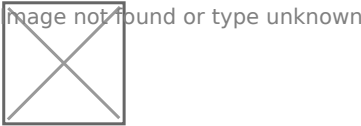


[Thumbnail-Guide-Maebbie-twitter.png](#)

[Thumbnail-Guide-LinesOnly-Maebbie.png](#)



[Thumbnail-Guide-LinesOnly-4-3\\_Maebbie.png](#)



The last step is to Build and Upload your world in the SDK, then while in the Configure World window return to your scene.

SDK " " " " "

VRC Cam Orthographic 0.47"

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