





# Unity

 Unity  Unity  VRChat

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- Prefab



auto generate lighting auto generate

Probuilder Edit> Preferences Probuilder



- Show Action Notifications
- Auto Resize Colliders
- Static Editor Flags Everything
- Collider type Box Collider

Preferences Tools> Probuilder> Probuilder Window> Probuilder> Probuilder Probuilder  
Progrids

Tools> Progrids> Progrids Window> Progrids> Progrids  
Probuilder Icon mode Text mode

## Probuilder

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Probuilder new shape cube

Probuilder Probuilder 3D

new shape plane build transform

Ctrl+K Cube face mode Inspector Probuilder script Probuilder Probu  
2.4 2.5 Progrids 2.5

Ctrl+D



edge select mode Alt+U edge loop



backspace delete Shift Gizmo

vertex select mode Ctrl+A weld vertices overlapping vertices

loop cuts

Probuilder vertex colors





materialsmaterials

materials

materialsCreateMaterialStandard ShaderPBR

Post Processing

PBRPost processingVRWorldToolkitVRWorldToolkit > Post Processing > Setup Post ProcessingOKSilent



ambientCG



1K PNG

project\_materialsUnity

PBR

PBRPBRPBR

color picker

albedo ☐ diffuse ☐ base color picker ☐

☐ color picker ☐ UI ☐

specularity ☐

specularity ☐ specular diffuse reflection ☐

☐ shader ☐ standard ☐ standard specular metallic workflow specular metallic workflow ☐

Smoothness ☐

☐ standard smoothness ☐

fresnel ☐

PBR ☐ fresnel ☐ spherical material previews ☐

☐

albedo ☐ <sup>2</sup> ☐, ☐

diffuse ☐ / albedo ☐

diffuse albedo Material ☐ AO ☐

AO Material Project Inspector ☐ sRGB( ☐ ) " ☐ AO ☐

Normal Map ☐

☐ " ☐ ", ☐

“ ☐ " ☐ 50% ☐ 50% ☐ 100% ☐

Height Map ☐

Height Map Material ☐ sRGB, ☐ AO ☐ Unity ☐

Reflection ☐

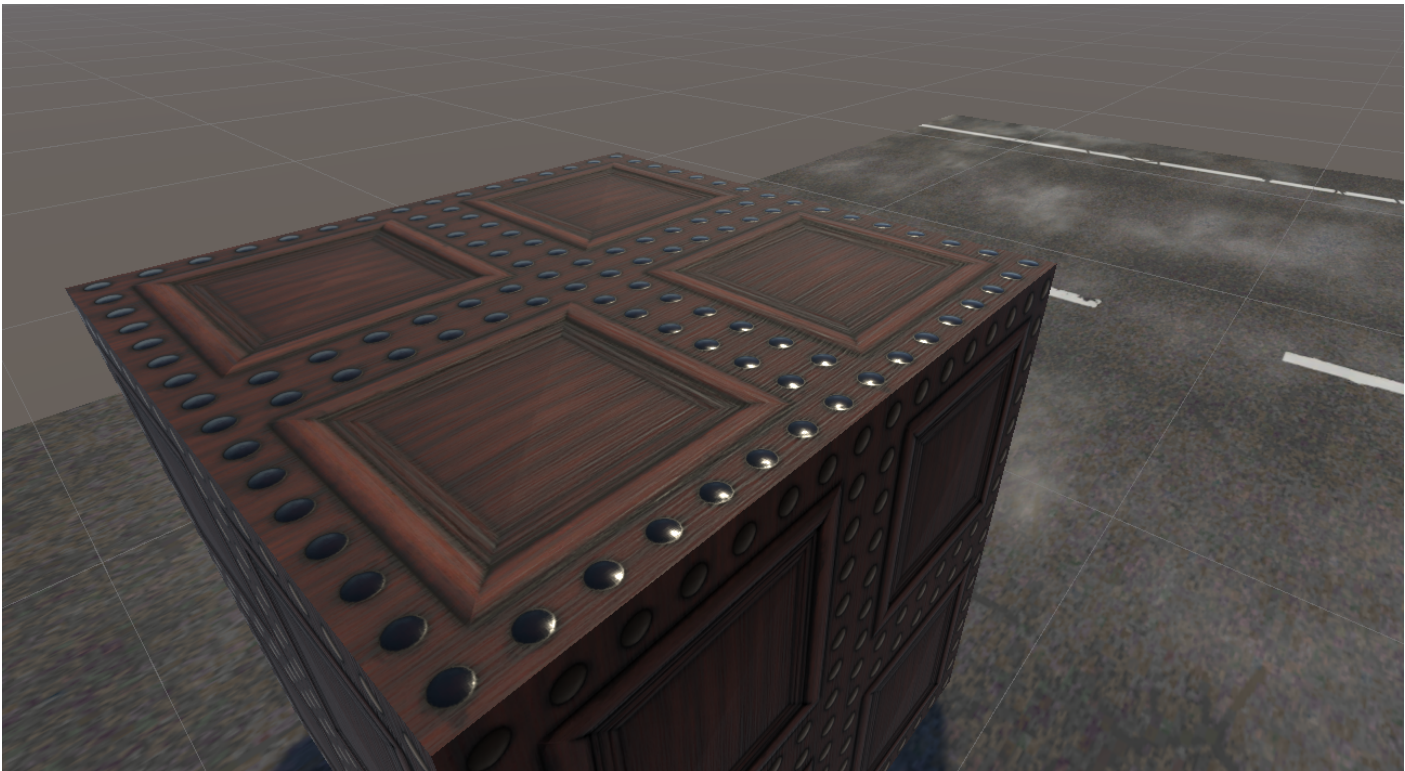
☐ " ☐ ">

360 ,  
" " , " " "  
  
"  
RGBA A 0 A

material slots

~~crunch compression~~ Android " A  
Aniso " " 8 Mid MRChat  
VRWorldToolkit>Quick Functions>Mass Texture Importer  
Report  
Unity Unity

- Autodesk Interactive Moochie Silent Filamented
- SmartTexture
- GIMP Alpha Alpha





## UV

- <https://youtu.be/bigj13SU1rs>
- [https://youtu.be/d3\\_2h4cN4cY](https://youtu.be/d3_2h4cN4cY)





**Pinterest Houzz** | Houzz

“ Blender Guru ”

- <https://youtu.be/Qj1FK8n7WgY>
- <https://youtu.be/O8i7OKbWmRM>
- <https://youtube.com/playlist?list=PLjEaoINr3zgH9vCr47kSS5W8PEJBNliwK>

[illegible]**baked lighting static objects lightmap**[illegible]

Baked				
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[illegible]



GPU GPU CF

“ ”

texels/

- **Prioritize view**
- **Light bounces** 2
- **Lightmap size**
- **Ambient Occlusion**

**generate lighting** GPU

**Prioritize view**

“ ” Unity

1. **Directional light**
2. **Point light**
3. **Spot light** 0-180
4. **Area light**

**Bake**

“Hierarchy” “Lighting”> “Light Probe Group” 8

shift ctrl+d

“Skybox” Unity

Unity

“Create”> “Material”

“Window”> “Rendering”> “Occlusion Culling” “Bake”

“Hierarchy”> “Lighting”> “Occlusion Area”

“Occlusion” “Bake”

[illegible]

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[illegible][illegible][illegible]

<https://assetstore.unity.com/> Unity Asset Store

Asset Store [ ] Unity [ ] 3D [ ]

“skybox” “allsky free pack”

[illegible]

prefabs

[illegible][illegible][illegible][illegible][illegible]

Diagram illustrating the structure of VRCCChair, showing a sequence of blocks: VRCCChair, VRCCChair3, VRCCChair4, and VRCCChair.

VRChat Walkthrough VR

UV

[illegible][illegible][illegible]

360	HDR	Polyhaven	HDR	HDR	2K EXR	Ur
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360 360  
" " VRCSpatialAudioSource  
Vorbis  
Unity Unity VRChat