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- [Blender](#)



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ck12.org

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Unity



[[[Unity [[]> []> [] Standard shader [] (PBR) []



[] [PBR](#) [] VRChat []



https://www.youtube.com/embed/_LaVvGkBDs?start=57



[\[\]/\[\]](#)

[] 2D []

[] Unity [] 3D []

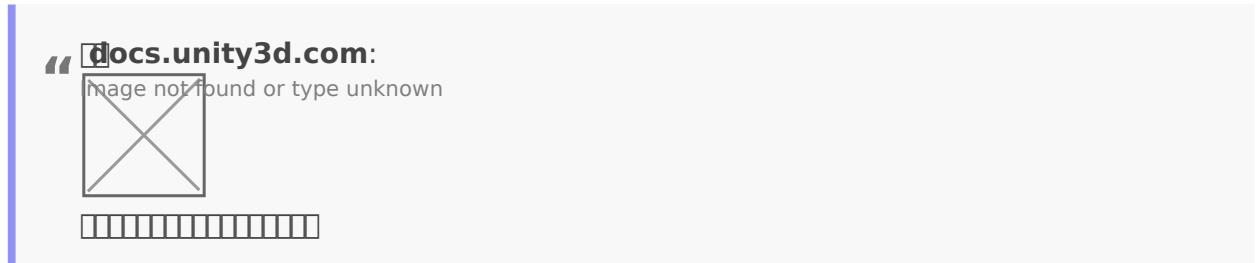
[Texels](#) []

[\[\]](#)

Albedo map

Normal map

Texels 3D



Occlusion map Ambient Occlusion ,AO

Albedo

Smoothness map

Unity PBR

- [ORL's Shaders](#)
- [Silent Filamented](#)
- [Mochie standard](#)
- [z3y's shader](#)

Unity Standard shader

Metallic map

Specular Map

Specular

Emission map

Diffuse map

PBR Albedo Albedo

Spec PBR

UV UV mapping

2D

Wikipedia:
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W X Y Z UV U V

Unity

-
-
- Sprite - 3D 2D

SRGB

AO

Mipmap

Box Kaiser

MipMapping



VRChat VRChat



CPU

CATS Blender



Blender “”

[Quests](#)vrchat.com]



VRChat

- ☐ Avatars
- ☐ Worlds

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- `Textures`
- `Models` — `Texture[]`
- `Prefabs`
- `Shaders`

<https://ambientcg.com/>





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GameObject [] [] [] []

GameObject [] " " [] XYZ [] 0,0,0 [] XYZ [] 1,1,1 []

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Blender

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Unity

Unity ☐ ☐ ☐ ☐ ☐ ☐

- <https://youtu.be/JDVuTBHnGWw>
- <https://youtu.be/IHeMmFxvmkY>
- <https://youtu.be/thA3zv0IoUM>

■■■■■■■■■■■■■■Unity■■■■

Blender

[Unity & Blender](#)  3D 


 Unity  Probuilder 

<https://www.youtube.com/embed/85Xu93bsN34>

https://www.youtube.com/embed/ebzGMqVg_h0



[Blender Basic Tutorials playlist](#) <--- 

 <https://vrclibrary.com/wiki/books/maebbies-precise-solutions/page/blender-3-28x-mapping-config-for-mapping>



<https://youtu.be/eSiqYvDHppM>

<https://youtu.be/7DT0dtarYv4>

<https://youtu.be/7pZVngqwgDo>

[.blend1](#) 