



- [\[icon\] - \[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [\[icon\]](#)
- [Udon](#)
- [\[icon\]](#)
- [\[icon\] Blender \[icon\]](#)
- [\[icon\]](#)



☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ [https://youtube.com/playlist?list=PLPdWkxUSZ65Fp6lCr\](http

<https://www.youtube.com/embed/uLi52YrrDmY>

VRWorldToolkit VRChat Unity [github.com]

EasyQuestSwitch[github.com] ☐ PC ☐ Oculus Quest ☐ PC ☐ Ql

Probuilder

Unity 3D

<https://www.youtube.com/embed/ofzw6hKhI3k>

<https://www.youtube.com/embed/YtzIXCKr8Wo>

<https://www.youtube.com/embed/bigj13SU1rs>

https://www.youtube.com/embed/d3_2h4cN4cY

<https://www.youtube.com/embed/lmLG4nC9tm0>

--	--	--

Gameobjects>GameObject>Create Empty Ctrl+Shift+N Hierarchy>Create Empty
gameobject(

Polybrush

☐ ☐ Unity ☐

<https://www.youtube.com/embed/JQyntL-Z5bM>

UNOFFICIAL VRChat Creator Glossary[docs.google.com]



Unity

[Kenney Free Assets](#)



1m x 1m

.PNG .JPG Unity Unity

.PNG PNGGauntlet Unity PNG JPEG

textures.one/ PBR

- <https://ambientcg.com/>
- <https://texturehaven.com/>
- <https://freepbr.com/>
- <https://3dtextures.me/>
- https://www.poliigon.com/search?type=all&refine_by=assets-free
- <http://textures.com/>
- <http://gametextures.com/freebies>

Unity GIMP GIMP 8bpc GRAY alpha/transparenc

[Substance3D Player](https://substance3d.adobe.com/documentation/sp31/substance-player-2294742.html) [AmbientCG.com](https://ambientcg.com)

<https://www.youtube.com/embed/Wx9vmYwQeBg>



.obj .fbx

Unity "*/3D

3D [Dev&Game]

/ /

Blender CATS

\[] LOD []

[] Instant Meshes[]

[] .blend [] Unity[] .fbx[]

[] Unity [TweeCloud's skyboxes](#) [gitlab.com][]



<https://www.youtube.com/embed/dfjIVe0XXTU>

Pickupabble

--	--	--	--

 3

--	--	--	--

- 
- 
- VRCPickup  VRChat 

```

VRChat [ ] GameObject [ ] VRCPickup [ ]
[ ]

```

- $\square \square \square [1 \square \square \square$
- Capsule $\square 2 \square \square \square \square \square \square \square \square \square \square$
- Box $\square \square \square \square \square$

Diagram illustrating a block cipher structure. The input is a 256-bit block, which is split into two 128-bit halves. The top half is processed by a function F using a 128-bit key and a 128-bit input. The output of F is a 128-bit block, which is then XORed with the original 128-bit input to produce the final 256-bit output block.

[illegible]

Unity Standard Assets | assetstore.unity.com |

<https://www.youtube.com/embed/SuUNnswH94>

[illegible]

<https://www.youtube.com/embed/bh9ArKrPY8w>

<https://www.youtube.com/embed/Nm2TsnKVGi8>

Unity ?????????????????????????????????

<https://www.youtube.com/embed/f4xikqJdkwM>

</span



<https://www.youtube.com/embed/r9l0jaRbL4o>

?? 3D ????????????????????????? vrc_pickup ?????????????????????????????

<https://www.youtube.com/embed/FEA1wTMJAR0>

?? [Udon prefabs section](#)^[docs.google.com] of VRCPrefabs.???? [Vowgan's Collision Sounds](#)^[vowgan.booth.pm], they are incredibly satisfying.[]



????????????????????

<https://www.youtube.com/embed/uLi52YrrDmY>

[????????](#)











<https://www.youtube.com/embed/1pNMo2UQY1o>



- 
- 
- 



-  1 
-  - 
-  - 
-  - 

[illegible]

VR 1



image not found or type unknown

github.com/Unity-Technologies/Reflection-Probe-Box-Projection



□ Window>Rendering>Lighting Settings□□>□>□□□□□□□□



Texels [] PC [] 30 []

[] " [] " [] " [] " []

[] UV [] " [] " [] UV " []

[]Unity [] PCSS []

[]

<https://unity3d.com/how-to/progressive-lightmapper-optimization-tips>

[] UV [] [UV builder](#) [] texel []

??

[]

????????????????????????????????????

[]

????????[????????] Most scenes shouldn't need more than 2.\????????

[Occlusion Culling](#) [docs.unity3d.com/]

????? GameObjects ??? static [?????occlusion ? occludee static ??? true] ?????
Windows>Rendering>Occlusion Culling????????????? bake?

Unity [] VRChat []



??
??
??
??
????????????????????



<https://www.youtube.com/embed/RwInCn2EB9o>

</span

<https://www.youtube.com/embed/MMggqgenxuZc>

<https://www.youtube.com/embed/NGsfEVDsSSI>

<https://www.youtube.com/embed/TX58AbJq-xo>

<https://www.youtube.com/embed/yY96hTb8Wgl>

- ?????????????????????????????
? VR
??
????????????????

-
- -
 -
 -

VRChat "Walkthrough "

{ <https://docs.google.com/presentation/d/1231/edit> }



[Particles](#)[docs.unity3d.com/]</span

<https://www.youtube.com/embed/FEA1wTMJAR0>

" "



VRWorldToolkit

[Silent](#)

*** Moochie SSR VR !!

** VR

EV

EV -0.7 EV 0.7

https://www.youtube.com/embed/_PzYAbPpK8k



[Audio](https://docs.unity3d.com/2018.4/Documentation/Manual/AudioOverview.html)

\\docs.unity3d.com\\

?????? GameObject ????? VRC Spatial Audio Source ??????????????
????????????????????

????????????????? Vorbis????????????????? ?????????????? "??????"?

[Audio-basics-crash-course](#)_[ask.vrchat.com]




Udon

<https://www.youtube.com/embed/i-lAiYnBcOA>

Udon ??? VRChat ?? ???????

C#????????????Udon???????? [UdonSharp](#)_[github.com] ???? [Udon??](#)_[ask.vrchat.com/] </span [VRChat Udon ??](#)

[illegible]

- 
- 
- 

Unity ?? C# ??????????????????C# ??????????????????Brackeys

???????? Unity ?????????? ??? C# ?? YT ???

--	--	--	--

--	--	--	--	--

- $\square\square - \square\square\square$
- $\text{Int} - \square\square$
- $\square\square\square - \square\square$
- $\square\square\square - \square\square\square\square$

???C# ?? ints ? 32 ?????????? ~21 ?????????????????????????????

UdonSharp C# Udon Udon



--	--	--	--	--	--

[illegible]

- <https://www.youtube.com/embed/sBpXij9G3OY>

Blender

Blender

Probuilder ? Unity Probuilder FBX

Maebbie

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

58 321 943 358" data-label="Text">

ArchViz Archimesh Blender

<https://www.youtube.com/embed/D2MwHYxc2uM>

Blender SHIFT+` Unity

58 494 943 535" data-label="Text">

Blender fSpy 3D

Blender VR Oculus ? Windows MR SteamVR Vive ? Index (Blender ? OpenXR?SteamVR

Blender

<https://www.youtube.com/embed/VudCtEtNXbl>

There are programs/addons to remesh, including (surprisingly good) free ones:

<https://www.youtube.com/embed/l88hQj16lhA>

</span

Blender

????????????????????????????????

(</span

<https://www.youtube.com/embed/0SbyO33YtL4>

<https://www.youtube.com/embed/LdQwmfPyuw0>

--???????????????????????? HardOps ? BoxCutter ?????????????????????????????????

[Hard Surface Modeling in Blender](#) - YT Blender

Blender

<https://www.youtube.com/embed/0LuEqvO9QsE>



<https://www.youtube.com/embed/M7IXt4d8R4>

 "

 VRChat

4 PBR

[illegible][illegible]

☐ Oculus

“Originally posted by ****docs.unity3d.com****:
 [)](<https://steamuserimages-a.akamaihd.net/ugc/1482200421113069055/B12A595A448FB3935AB8004959E86BD66BECEBD8/>) "1. 2. 3.

Unity Mochie "

[REDACTED]&
[REDACTED](https://steamcommunity.com/linkfilter/?url=https://docs.unity3d.com/2018.4/Documentation/Manual/StandardShaderMaterialParameterDetail.html) [REDACTED]Origin
docs.unity3d.com:[REDACTED](https://steamuserimages-
a.akamaihd.net/ugc/1495711913292348208/F6100F4EA2AC54417FBC244D060FB08092A8D
6B9/)](https://steamuserimages-
a.akamaihd.net/ugc/1495711913292348208/F6100F4EA2AC54417FBC244D060FB08092A8D
6B9/) [REDACTED]

[illegible]

