

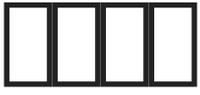
# VRChat PC

Android PC VRChat

Android

Unity Blender UnityPackage

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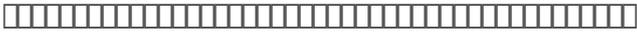
□□□□	Excellent	Good	Medium	Poor	Very Poor
Basic Meshes / □□□□	1	1	2	2	
Material Slots / □□□	1	1	2	4	
Animators / □□□	1	1	1	2	
Bones / □□	75	90	150	150	
PhysBones Components / PhysBone □□□	0	4	6	8	
PhysBones Affected Transforms / PhysBone □□□	0	16	32	64	
PhysBones Colliders / PhysBone □□□	0	4	8	16	
PhysBones Collision Check Count / PhysBone □□□□	0	16	32	64	
Avatar Dynamics Contacts / □□□	2	4	8	16	
Particle Systems / □□□□	0	0	0	2	
Total Particles Active / □□□□□	0	0	0	200	
Mesh Particle Active Polys / □□□□□	0	0	0	400	
Particle Trails Enabled / □□□□	□	□	□	□	
Particle Collision Enabled / □□□□	□	□	□	□	







Unity Android



• Unity

- Modular Avatar
- AAO: Avatar Optimizer [Booth](#)
- NDMF Mantis LOD Editor [Booth](#)
- Avatar Clothing Tool [Booth](#)

NDMF Mantis LOD Editor Mantis LOD Editor - Professional Edition Unity

