



VRChat [\[Android\] VRChat Creation](#)

PC Android Unity

Unity

- [Unity](#)

Android

VRChat Android Unity Android

- Unity Hub** **Unity** Unity Hub Microsoft Visual Studio Community xxxx Android Build Support Unity Hub Android
- *.exe** **Unity**

UU VRChat



Android PC

Android

	Excellent	Good	Medium	Poor	Very Poor
Triangles /	7,500	10,000	15,000	20,000	Poor Very
Bounds Size /	2.5m x 2.5m x 2.5m	4m x 4m x 4m	5m x 6m x 5m	5m x 6m x 5m	
Texture Memory /	10 MB	18 MB	25 MB	40 MB	
Skinned Meshes /	1	1	2	2	

□□□□	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 / □□□□	□	□	□	□	

Avatar	Excellent	Good	Medium	Poor	Very Poor
Trail Renderers / Avatar	0	0	0	1	
Line Renderers / Avatar	0	0	0	1	
Avatar Android					

Avatar Very Poor Avatar VRChat

DANGER!

"Show Avatar" for Very Poor avatars functionality may be removed in the future, and Very Poor avatars may be removed from Android entirely. Please keep this in mind when creating avatars for VRChat on Android.



Avatar Liltoon Avatar Poyomi Avatar Android [Quest Content Restrictions | VRChat Creation](#)

Avatar Android Shader : VRChat / Mobile /

Avatar	MatCap	Avatar	Normal	Avatar	Avatar
Bumped Diffuse	×	×	✓	✓	×
Bumped Diffuse Specular	×	✓	✓	✓	×
Diffuse	×	×	×	✓	×
MatCap Lit	✓	×	×	✓	×
Standard Lite	Standard				
Toon Lit	×	×	×	×	✓