

FirstPerson

- [VRMFirstPerson](#)

VRMFirstPerson

VRMFirstPerson ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ VR☐ ☐ ☐ ☐

☐ VRM ☐ VR ☐ (HMD) ☐ HMD ☐ Avatar ☐

FirstPersonBone

□□□□□□□ HMD □□□□□□□□□□

FirstPersonOffset

FirstPersonBone

VR ☐ ☐ ☐ ☐ ☐ ☐

[illegible]

HMD()



VRM HMD

VRM

VRM	VRM	VRM	VRM
Auto	△(VRM)	△(VRM)	VRM
Both	□(VRM)	□(VRM)	VRM
ThirdPersonOnly		□(VRM)	VRM
FirstPersonOnly	□(VRM)		VRM

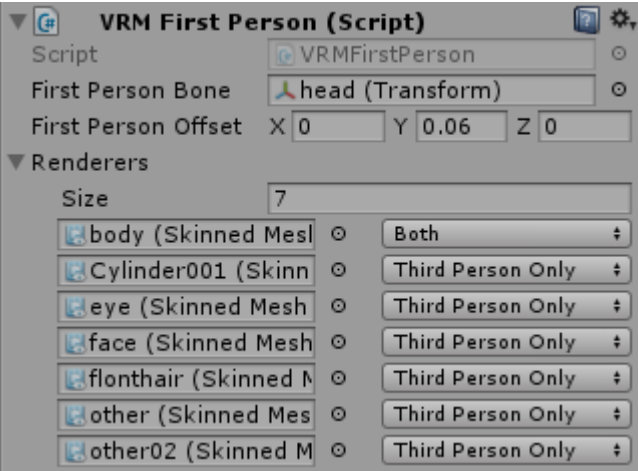
VRM

- VRMAvatar
- Avatar
- Avatar

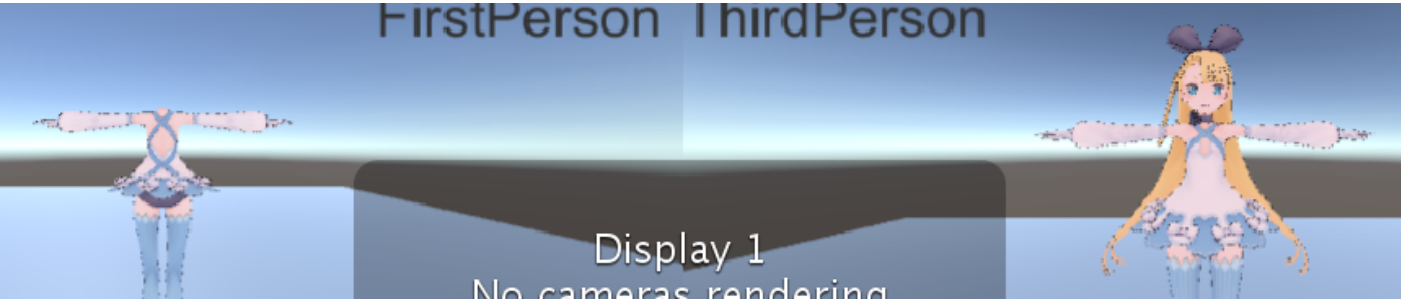
VRM

VRM Avatar

- ThirdPersonOnly
- Both



VRMBothVRMThirdPersonOnly



ThirdPersonOnly

Auto

Both ThirdPersonOnly

Both ThirdPersonOnly

UniVRM [VRMFirstPerson.Setup\(\)](#) "Auto"

head head

FirstPerson "Auto" VRM Missing son Avatar

VRM First Person (Script) inspector(Reset

