

Material

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- [UniUnlit](#)
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Material

Material

VRM ☐ ☒unlit ☒standard , ☐MToon ☐

UniGLTF ☐ ☒unlit ☐ ☒standard ☐ ☐ ☐ ☐

export / import ☐ ☐ ☐

support	export	gltf	import	
<input type="checkbox"/>	Standard(Unity <input type="checkbox"/>)	PBR	Standard	
<input checked="" type="checkbox"/> v0.xx.0	UniGLTF/StandardVColor			UniUnlit <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	Unlit/Color(Unity <input type="checkbox"/>)	KHR_materials_unlit	UniGLTF/UniUnlit	
<input type="checkbox"/>	Unlit/Texture(Unity <input type="checkbox"/>)	KHR_materials_unlit	UniGLTF/UniUnlit	
<input type="checkbox"/>	Unlit/Transparent(Unity <input type="checkbox"/>)	KHR_materials_unlit	UniGLTF/UniUnlit	
<input type="checkbox"/>	Unlit/Transparent Cutout(Unity <input type="checkbox"/>)	KHR_materials_unlit	UniGLTF/UniUnlit	
<input type="checkbox"/>	UniGLTF/UniUnlit(VRMShaders)	KHR_materials_unlit	UniGLTF/UniUnlit	
<input checked="" type="checkbox"/> v0.76.0	VRM/UnlitTexture(UniVRM)	KHR_materials_unlit	UniGLTF/UniUnlit	<input type="checkbox"/> <input type="checkbox"/> UniUnlit
<input checked="" type="checkbox"/> v0.76.0	VRM/UnlitTransparent(UniVRM)	KHR_materials_unlit	UniGLTF/UniUnlit	<input type="checkbox"/> <input type="checkbox"/> UniUnlit
<input checked="" type="checkbox"/> v0.76.0	VRM/UnlitCutout(UniVRM)	KHR_materials_unlit	UniGLTF/UniUnlit	<input type="checkbox"/> <input type="checkbox"/> UniUnlit
<input checked="" type="checkbox"/> v0.76.0	VRM/UnlitTransparentZWrite(UniVRM)	<input type="checkbox"/> <input type="checkbox"/> gltf <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> MToon <input type="checkbox"/> <input type="checkbox"/> TransparentZWrite <input type="checkbox"/> <input type="checkbox"/>

support	export	gltf	import	
☐	VRM/MToon	extensions.VRM.materialProperties	VRM/MToon	
☐☐	VRM10/MToon10	VRMC_materials_mtoon	VRM10/MToon10	

UniUnlit

UniUnlit

UnLighting Unlit

Unlit

glTF [KHR_materials_unlit](#)

Unity Unlit

	color	texture	vertex_color	alpha/cutout	no culling
glTF					
UniGLTF/UniUnlit					
Unlit/Color					
Unlit/Texture					
Unlit/Transparent				blend	
Unlit/Transparent Cutout				cutout	

“ ”

UniGLTF/UniUnlit

- Mesh
- Material Unlit

Unlit RemoveVertexColor Mesh

Standard

Standard

Physically Based Rendering (PBR) Shader

Standard Shader

Unity Standard Shader (PBR) Shader

⚠️ Shader [Standard | Unity metallic | smooth | Unlit/UniUnlit]

Metallic, Roughness, Occlusion

	glTF material			Unity Standard Shader
Occlusion	occlusionTexture	R	G	_MetallicGlossMap
Roughness	pbrMetallicRoughness.metallicRoughnessTexture	G	A	_MetallicGlossMap (smoothness = 1 - roughness)
Metallic	pbrMetallicRoughness.metallicRoughnessTexture	B	R	_OcclusionMap

“

Metallic Smoothness Occlusion V0.69.0

v0.69.0

- import glTF metallicRoughnessTexture occlusionTexture
- export Standard _MetallicGlossMap _OcclusionMap

v0.68.0

- import _MetallicGlossMap _OcclusionMap

”

- export { Standard, _MetallicGlossMap, _OcclusionMap } from 'three'

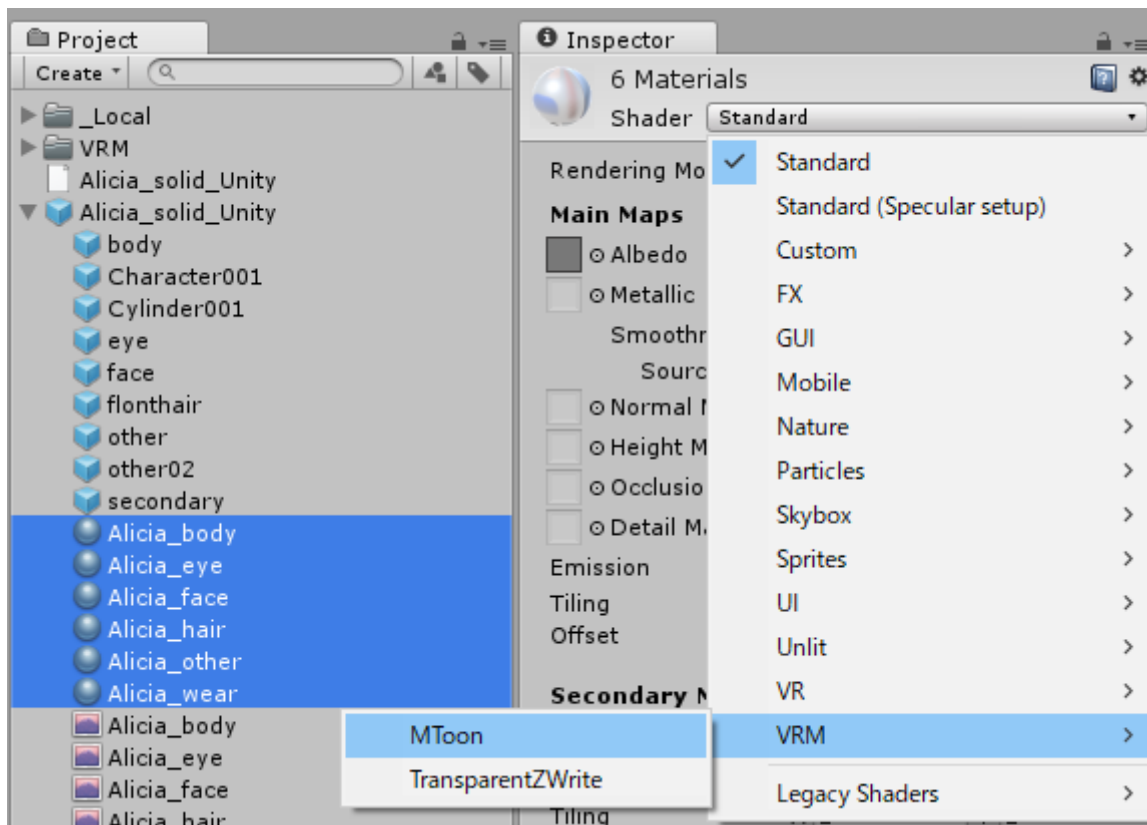
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- [illegible]

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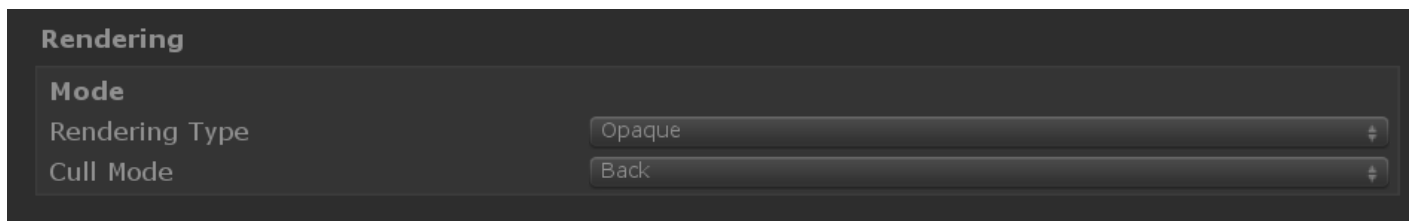


□□□□□□□□(Material) VRM/MTooner) □□



VRM/MToon

Rendering



Rendering Inspector()

Rendering Cull Mode()

(RENDERING TYPE)

- (Opaque)
 - Opaque
- (Cutout)

○ [Color -> Lit Color, Alpha] [Alpha] Color -> Alpha -> Cutoff [] alpha []

• [] (Transparent)

- [Color -> Lit Color , Alpha] [Alpha] []
- []

[] (CULL MODE)

[]

• Back ([])

- []

• Front ([])

- []

• None ([])

- []

Alpha ([])

[Rendering Type([] Cutout []

• Cutoff ([Color->Alpha])

- []

Color([])

[Lit Color, Alpha] [Shade Color] [Lit Color, Alpha] [alpha] [Lit Color, Alpha] [Alpha] []

Lighting([])

Shading Shift([])

[0] [Shadow Receive Multiplier] [0] []

Shading Toony(□□□)

Shading Toony () 1 () Lamber: ()

Shadow Receive Multiplier(□□□)

LightColor Attenuation

Rim Additive

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```

sphere map(MatCap)

```

Emission

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Normal Map

Outline

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Width Mode

- None ☐ ☐ ☐
- ☐ ☐ ☐ ☐ ☐

- WorldCoordinates[
- 
- ScreenCoordinates[
- 

Width 

Color Mode ☐ ☐ ☐ ☐ ☐

- FixedColor[5]
 - [10]
- MixedLighting[5]
 - [20]

Color



Color Lighting Mix

