

HumanoidComponent

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UniVRM-0.60.0

fbx humanoid avatar



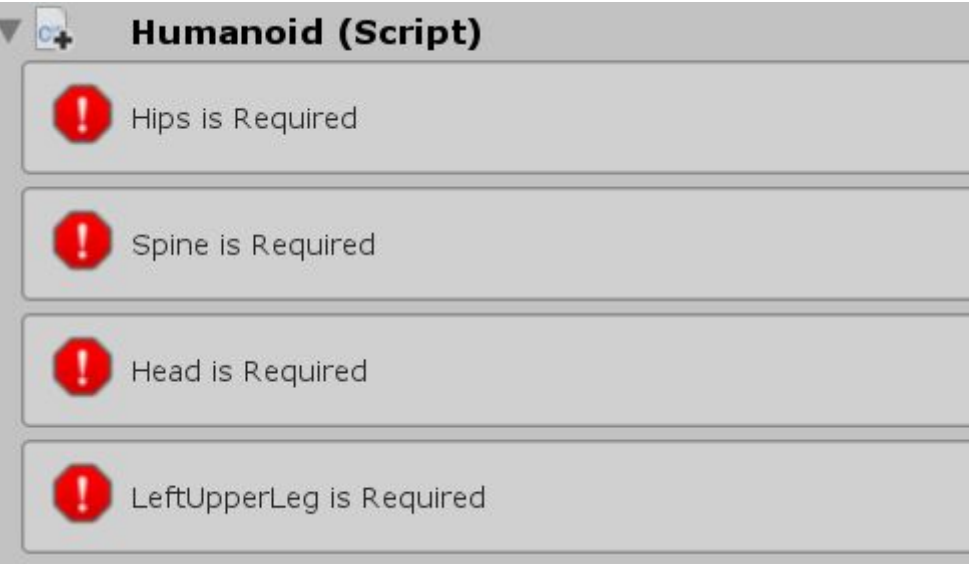
Humanoid Bone

<https://github.com/KhronosGroup/glTF-Sample-Models/tree/master/2.0/RiggedFigure/glTF-Binary>

RiggedFigure.glb Asset glb iVRM prefab()

RiggedFigure prefab

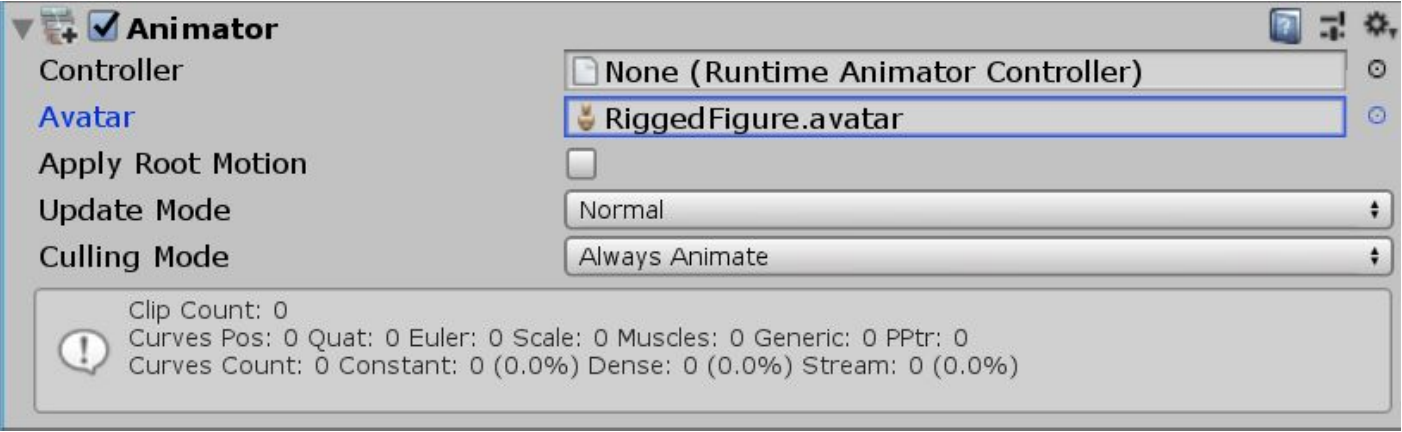
AddComponent Humanoid (MeshUtility.HumanoidUniVRM)



Humanoid (Script)				
Hips	torso_joint_1 (Transform)			
Body				
Spine	torso_joint_2 (Transform)			
Chest	torso_joint_3 (Transform)			
Upper Chest	None (Transform)			
Neck	neck_joint_1 (Transform)			
Head	neck_joint_2 (Transform)			
Jaw	None (Transform)			
Eye	None (Transform)		None (Transform)	
Leg				
UpperLeg	leg_joint_L_1 (Transform)		leg_joint_R_1 (Transform)	
LowerLeg	leg_joint_L_2 (Transform)		leg_joint_R_2 (Transform)	
Foot	leg_joint_L_3 (Transform)		leg_joint_R_3 (Transform)	
Toes	None (Transform)		None (Transform)	
Arm				
Shoulder	None (Transform)		None (Transform)	
UpperArm	arm_joint_L_1 (Transform)		arm_joint_R_1 (Transform)	
LowerArm	arm_joint_L_2 (Transform)		arm_joint_R_2 (Transform)	
Hand	arm_joint_L_3 (Transform)		arm_joint_R_3 (Transform)	
Finger				
LeftThumb	None (Transform)		None (Transform)	
LeftIndex	None (Transform)		None (Transform)	
LeftMiddle	None (Transform)		None (Transform)	
LeftRing	None (Transform)		None (Transform)	
LeftLittle	None (Transform)		None (Transform)	
RightThumb	None (Transform)		None (Transform)	
RightIndex	None (Transform)		None (Transform)	
RightMiddle	None (Transform)		None (Transform)	
RightRing	None (Transform)		None (Transform)	
RightLittle	None (Transform)		None (Transform)	

Create UnityEngine.Avatar

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humanoid avatar

T-Pose VRM

Revision #2
Created 27 July 2024 07:05:33 by
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