

.unitypackage

<https://github.com/vrm-c/UniVRM/releases> `unitypackage` `UniGLTF_VRMShaders` `UniVRM`

	UniGLTF_VRMShaders	UniVRM	VRM
for GLTF	install		
for VRM	install	install	
for VRM1	install		install

- `Sample` `[] [] [] [] [] [] [] [] [] []`
- `UPM` `[Sample [] [] [] [] [] []`

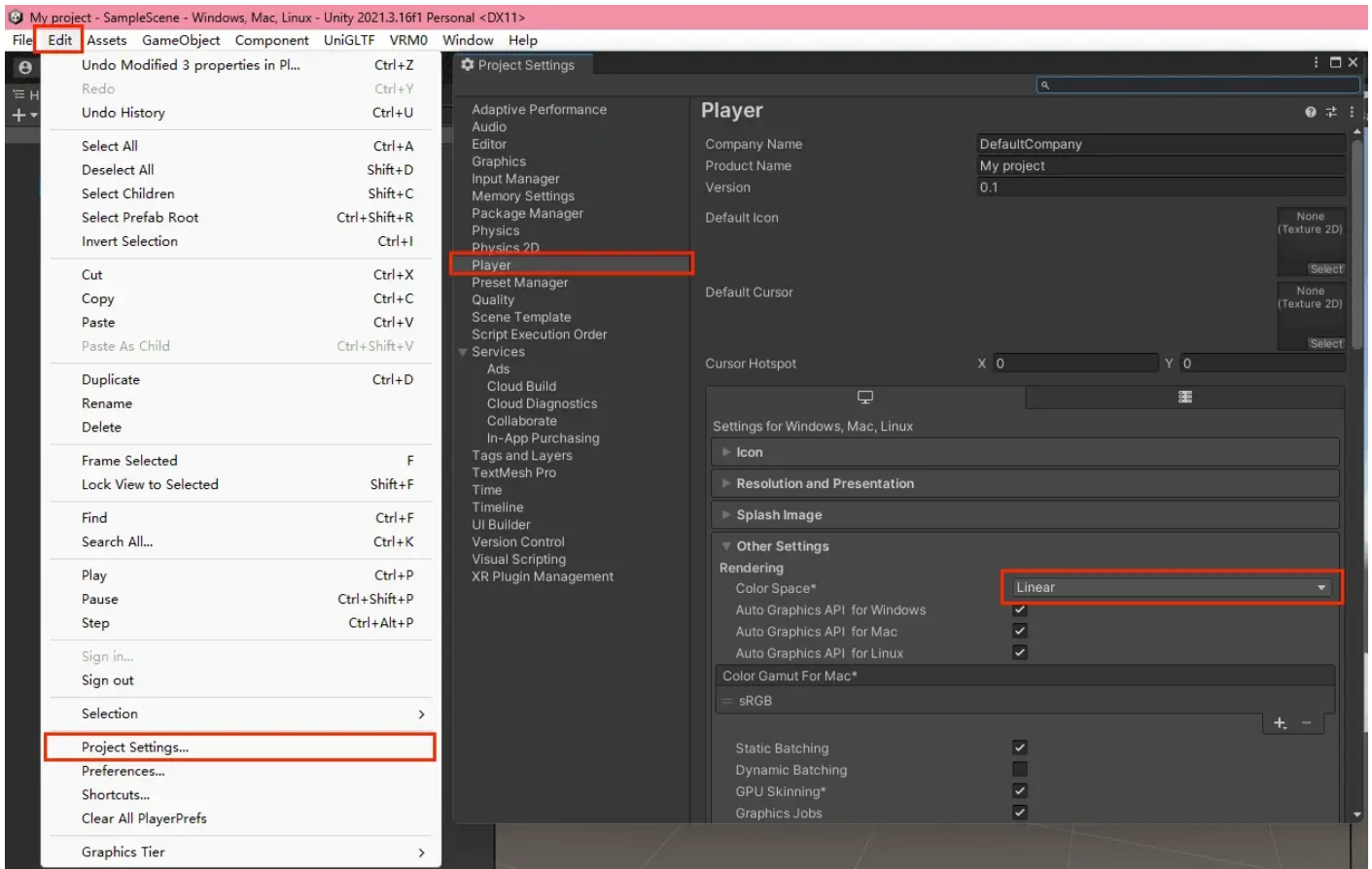
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<https://github.com/vrm-c/UniVRM/releases>

`UniVRM-0.XX.X_XXXX.unitypackage`



- `[] [] [] [] []` Unity `[]`
- `[prejectsetings` - `player` - `other sheets` - `rendering` - `[colorspace` `[Linear` (`[]`)



Unity (Unity-2018.3, Unity-2018.4, Unity-2019.1)

[ProjectSettings - Player - Other Settings - Scripting Runtime Version [.Net4.X equivalent]

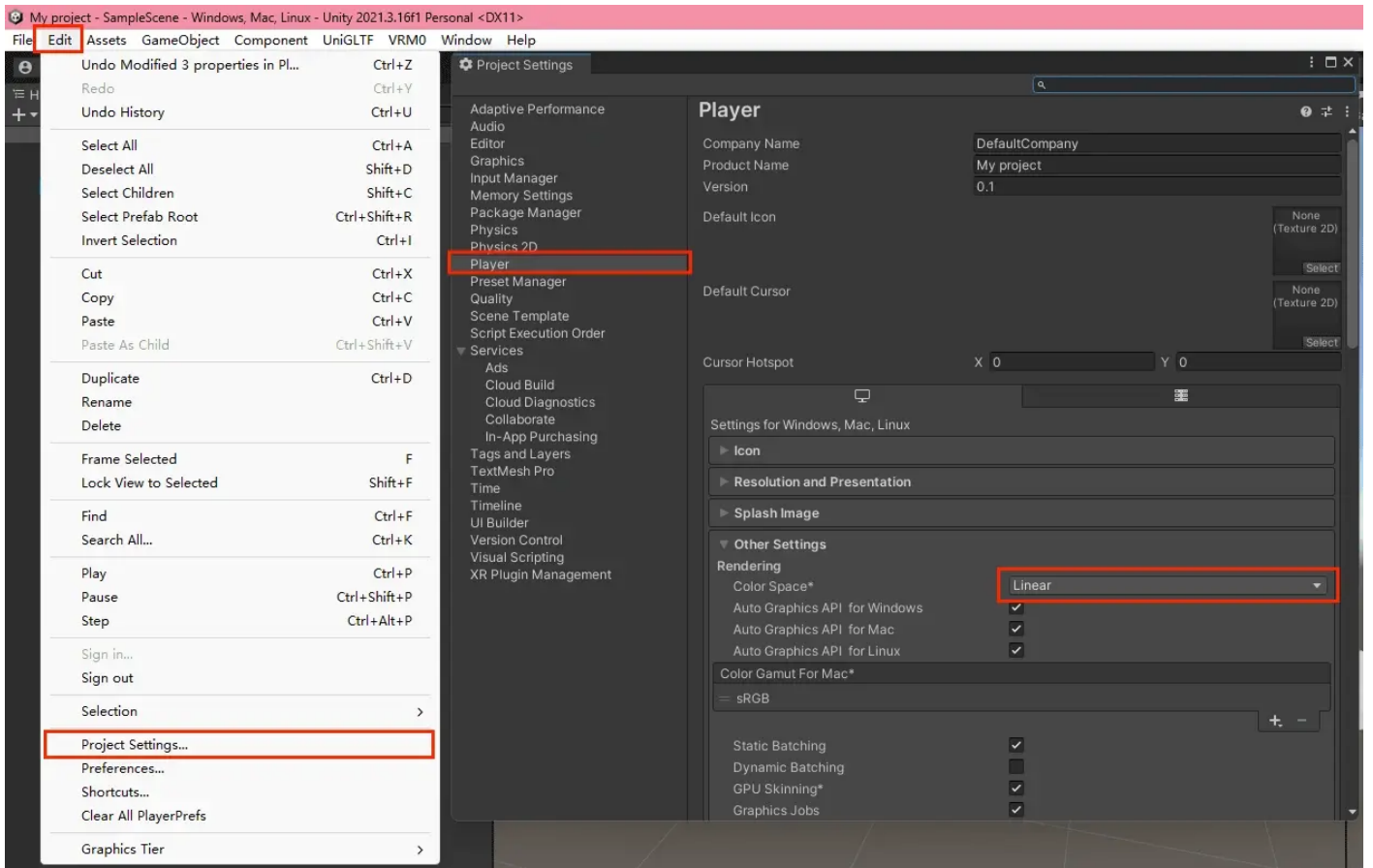
Uni

Assets/VRM Assets/UniGLTF ([Assets/VRMShaders ([Assets/Meshutility ([UniVRM]

unitypackage

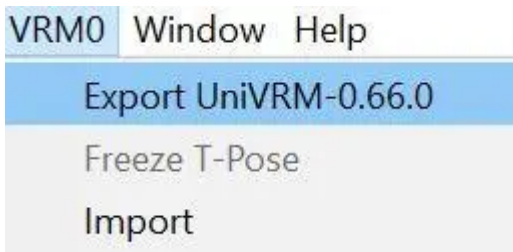
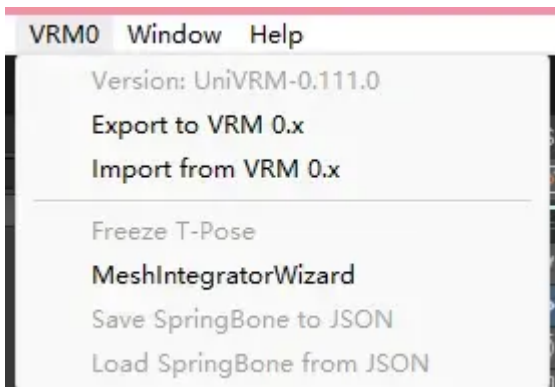
[Assets - Import Package - Custom Package... [UniVRM-0.XX.X_XXXX.unitypackage]

Assets/VRM Assets/UniGLTF [Assets/VRMShaders [Unity



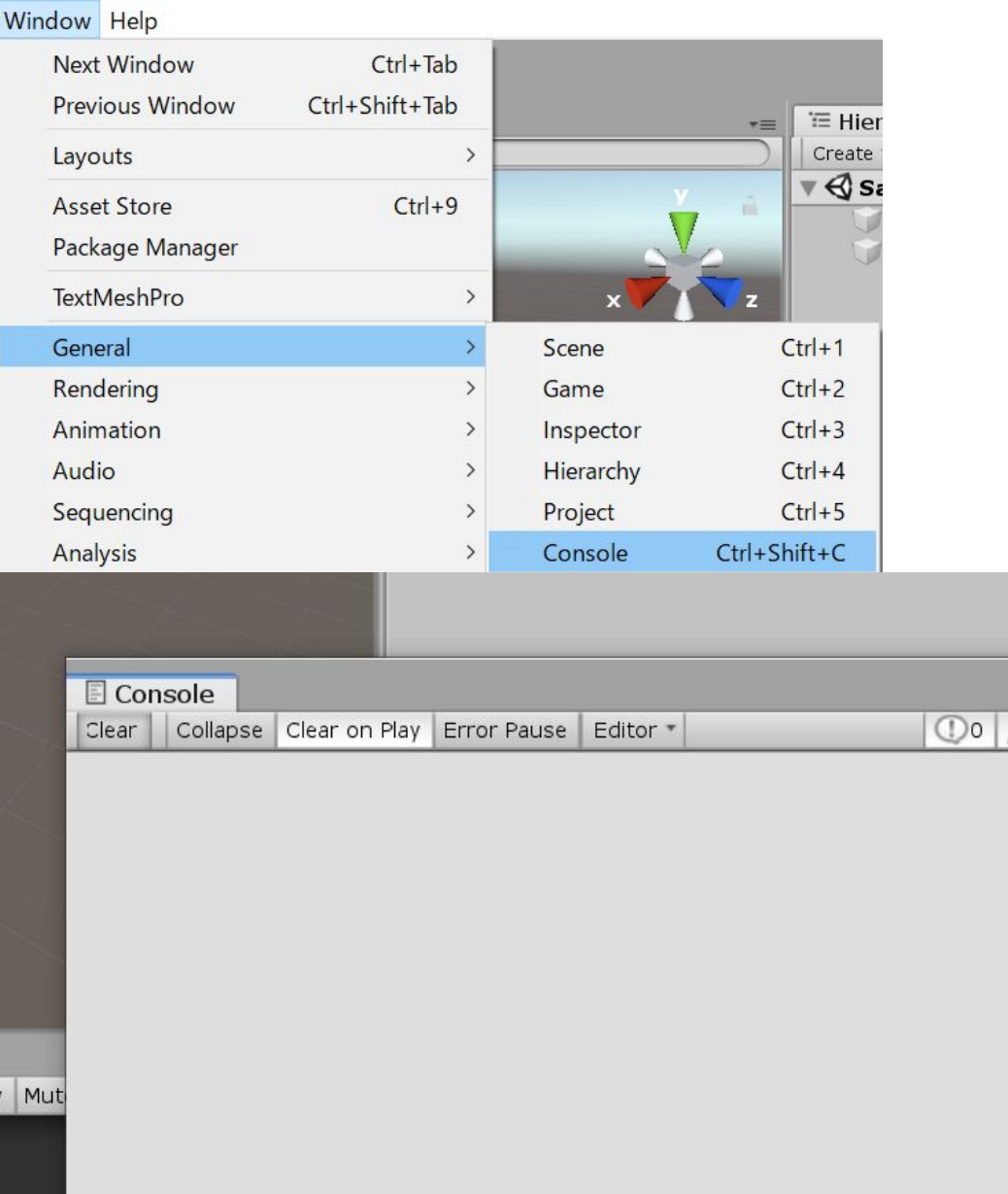
UniVRM

UniVRM "VRM"



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