

VRM

Root	
Hierarchy	

v0.58~

VRM Exporter

lang: Ja

ExportRoot: AliciaSolid_vrm-0.51

Root OK

! Jaw(顎)ボーンが含まれています。意図していない場合は設定解除をおすすめします。FBX importer の rig 設定から変更できます

! Mesh size: 3.7 MByte

Meta Mesh BlendShape ExportSettings

Exporter Version: UniVRM-0.51.0

Thumbnail: Alicia

! Camera.main で画像を Render します。

スクリーンショット

Information

Title: Alicia Solid

Version: 1.10

Author: © DWANGO Co., Ltd.

Contact Information: <https://3d.nicovideo.jp/alicia/>

Reference:

▼ アバターの人格に関する許諾範囲

アバターに人格を与えることの許諾範囲: Everyone

このアバターを用いて暴力表現を演じることの許可: Disallow

このアバターを用いて性的表現を演じることの許可: Disallow

商用利用の許可: Allow

Other License Url: <https://3d.nicovideo.jp/alicia/rule.html>

▼ 再配布・改変に関する許諾範囲

License Type: Other

Other License Url: <https://3d.nicovideo.jp/alicia/rule.html>

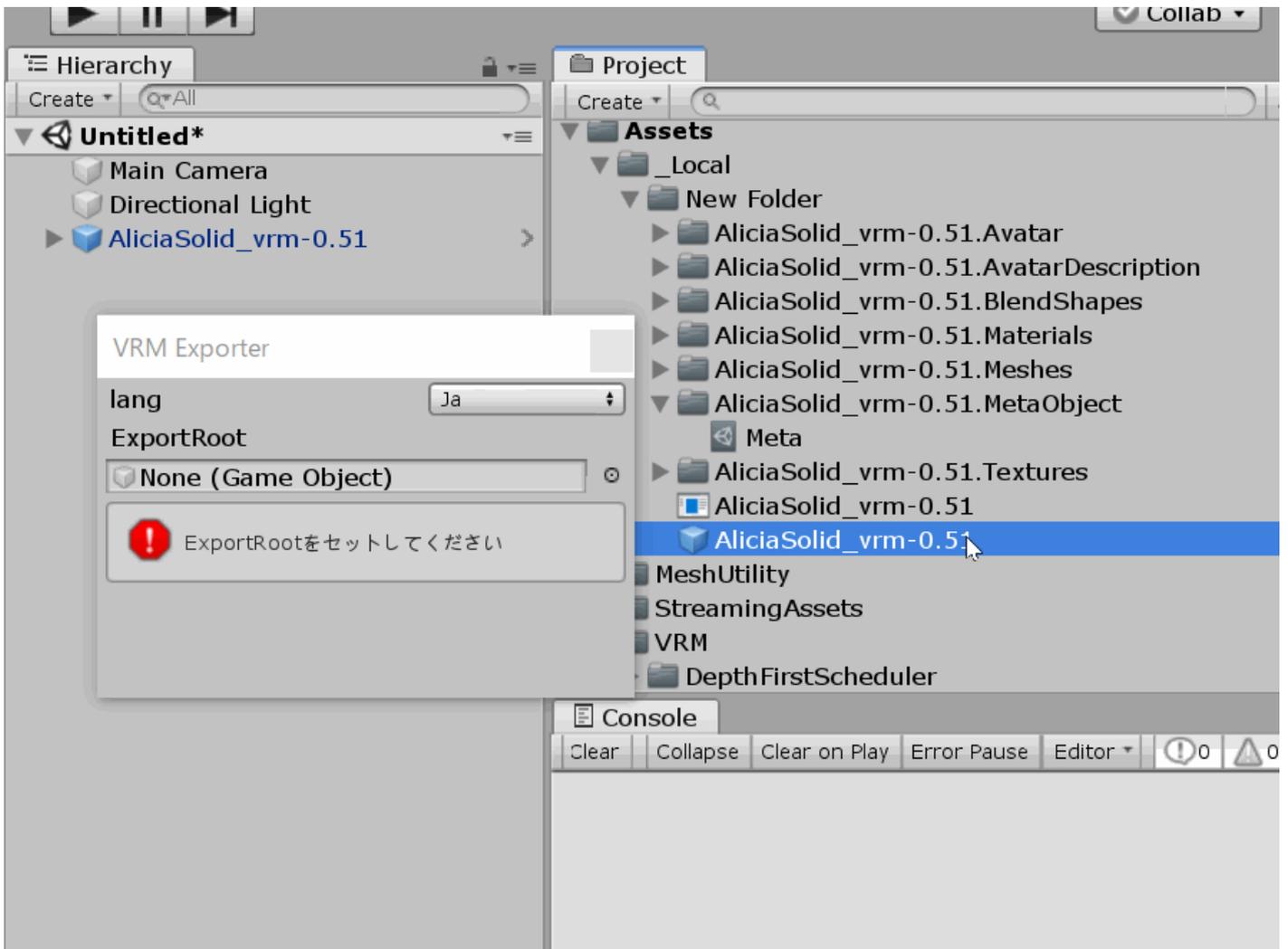
Export

EntityWindow

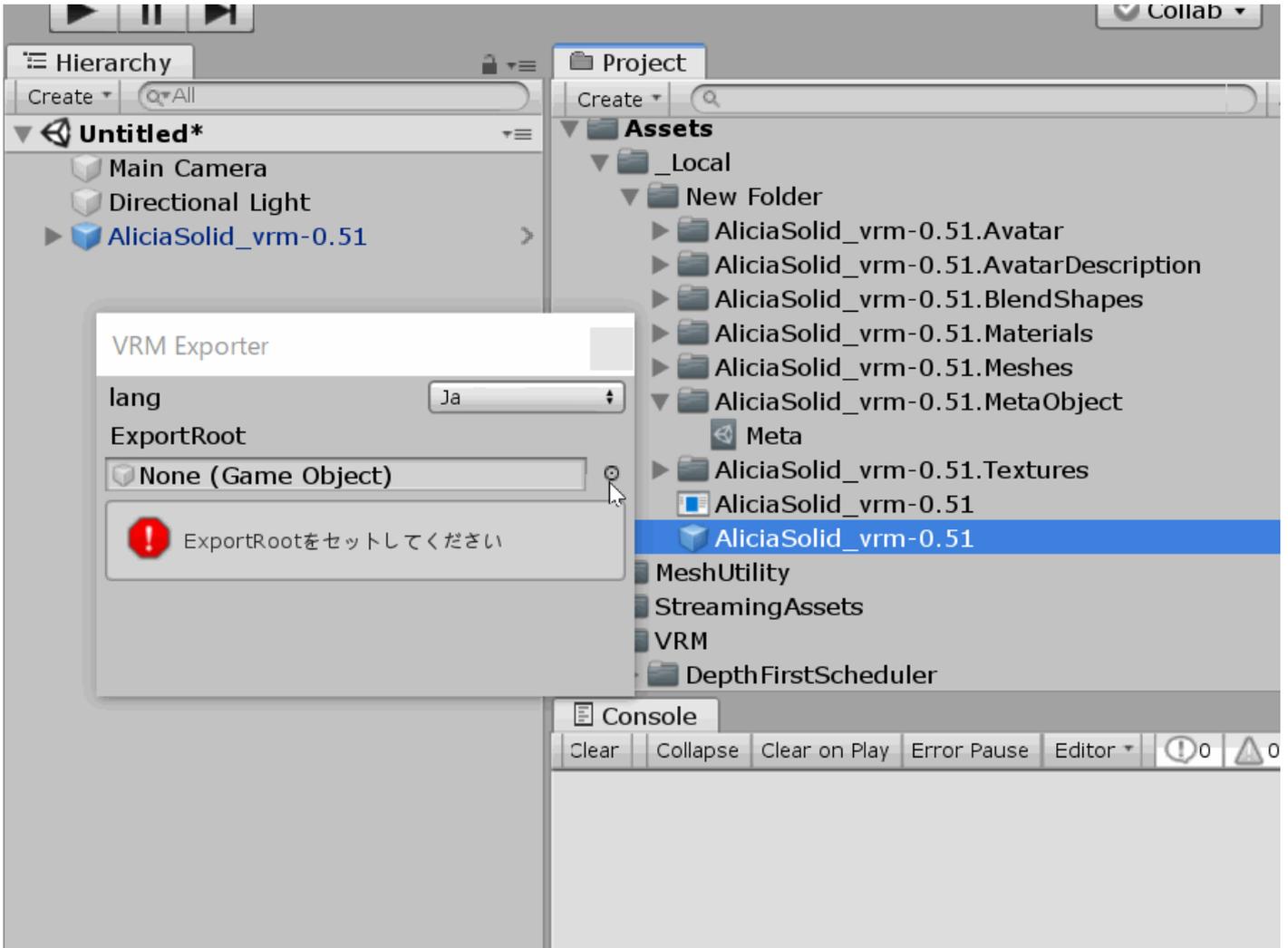


VRM

VRM "VRM0 -> Export UniVRM-0.XX"



- □

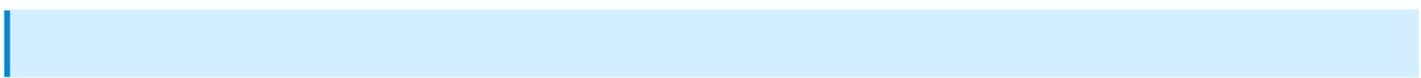


ExportRoot

ExportRoot

-
- Root
- Animator Humanoid.Avatar
- Z+()
-

M export VRM



The Root translation, rotation and scale will be dropped. Root []	error	warn	error([]) []
Jaw bone []	warn	warn	warn
Same name bone []	error	warn([]) []	warn
Vertex color []	warn	warn	warn
Unknown shader []	warn	warn	warn
Require source []	error	error	error
Require no parent []	ok	ok	error(NEW)
Require Z+ forward [] Z+ []	ok	ok	error(NEW)
Require animator []	error	error	error
Require humanoid avatar []	error	error	error
Require Title/Version/Author []/[]/[]	error	error	error
No active mesh []	error	error	error
Prefab export []	error	error	ok(NO_ACTIVE_MESH[]) []
Springbone validation []	ok	ok	warn

[]Error[]Warn[]

Require source []

[] VRM []

Require animator. []

The Root translation, rotation and scale will be dropped

Root Root TRS

TRS Translation Rotation Scale

Jaw bone is included. It may not what you intended. Please check the humanoid avatar setting screen

humanoid FBX

There are bones with the same name in the hierarchy. They will be automatically renamed after export

This model contains vertex color

UniVRM-0.53		
UniVRM-0.54		

Unlit "Remove Vertex Color"

unknown material '{0}' is used. this will export as Standard fallback

'{0}' Standard()

standard unlit MToon standard

v0.57



Jaw bone is included. It may not be what you intended. Please check the humanoid avatar setting screen

Script: VRMExporterWizard

▼ Settings

Source: AliciaSolid_vrm-0.51

Title: Alicia Solid

Version: 1.10

Author:

Contact Information: <https://3d.nicovideo.jp/alicia/>

Reference:

- Force T Pose
- Pose Freeze
- Use Experimental Expo
- Use Sparse Accessor
- Only Blendshape Positi
- Reduce Blendshape
- Reduce Blendshape Cli
- Remove Vertex Color

Require Author.

Export



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Export

Revision #2

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