

VRM□□□□

□□	□□
Root	□□□□□□
Hierarchy	□□ Root □□□

v0.58~

VRM Exporter

langJa

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

MetaMeshBlendShapeExportSettings

Exporter VersionUniVRM-0.51.0

ThumbnailAlicia

Camera.main で画像を Render します。

スクリーンショット

Select

▼ Information

TitleAlicia Solid

Version1.10

Author© DWANGO Co., Ltd.

Contact Informationhttps://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

Disallo▼

このアバターを用いて性的表現を演じることの許可

Disallo▼

商用利用の許可

Allow▼

Other License Urlhttps://3d.nicovideo.jp/alicia/rule.html

▼ 再配布・改変に関する許諾範囲

License TypeOther

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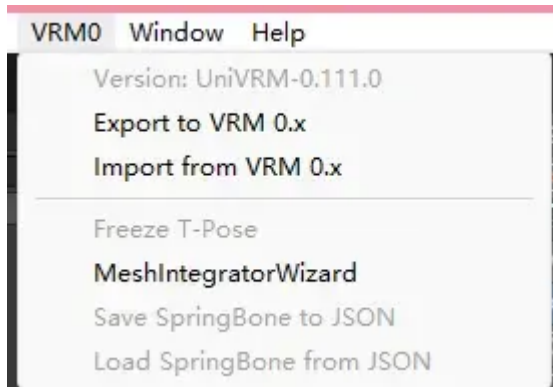
Export

■■■■■ [Editor Window](#)

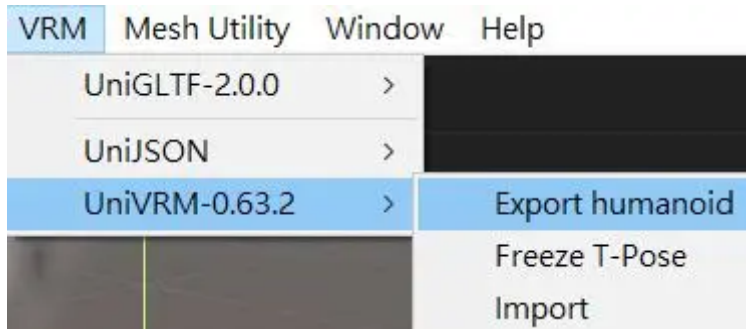
■■■■■

VRM■■■■■

■■VRM■■■■“VRM0 -> Export UniVRM-0.XX”



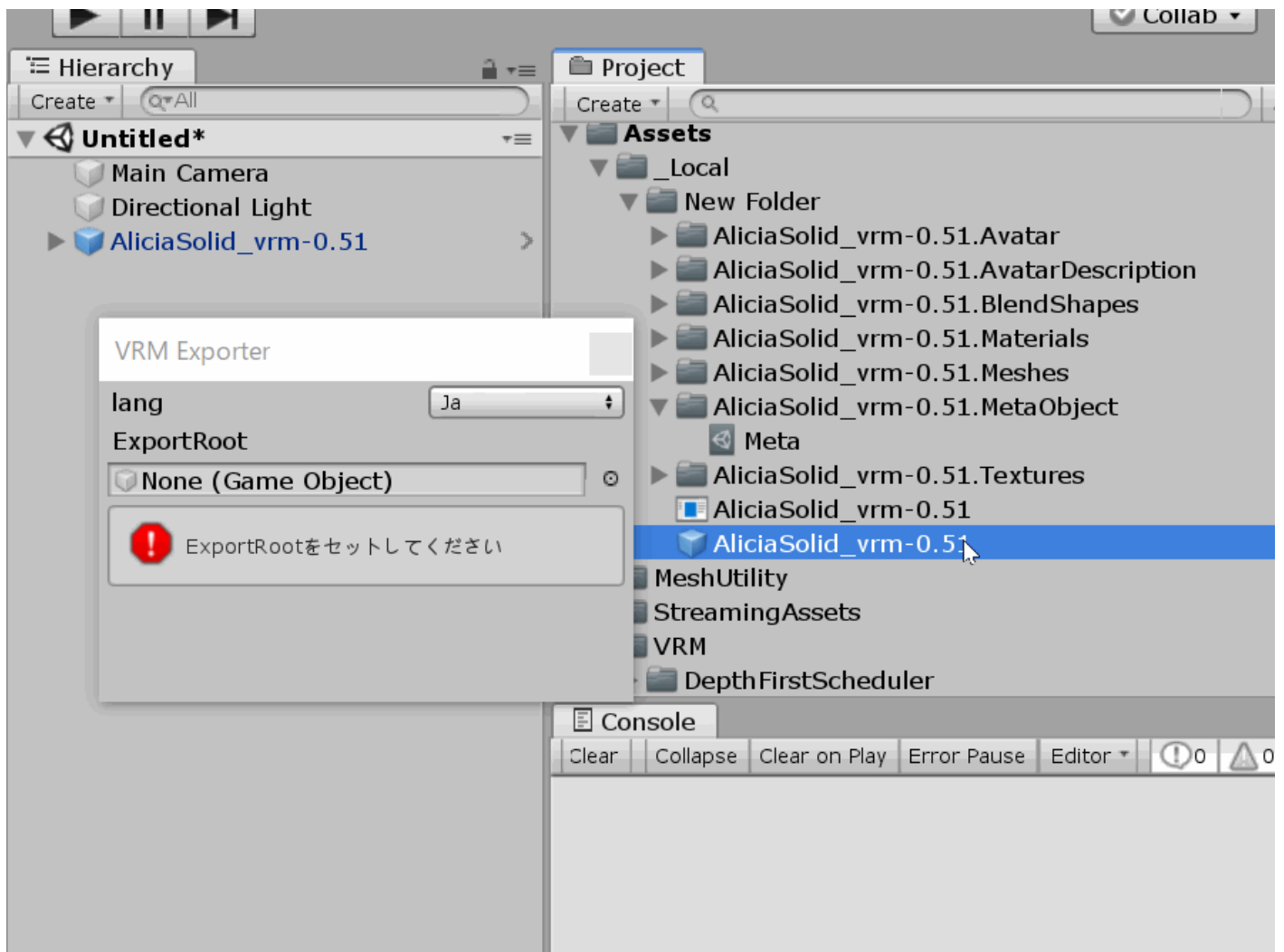
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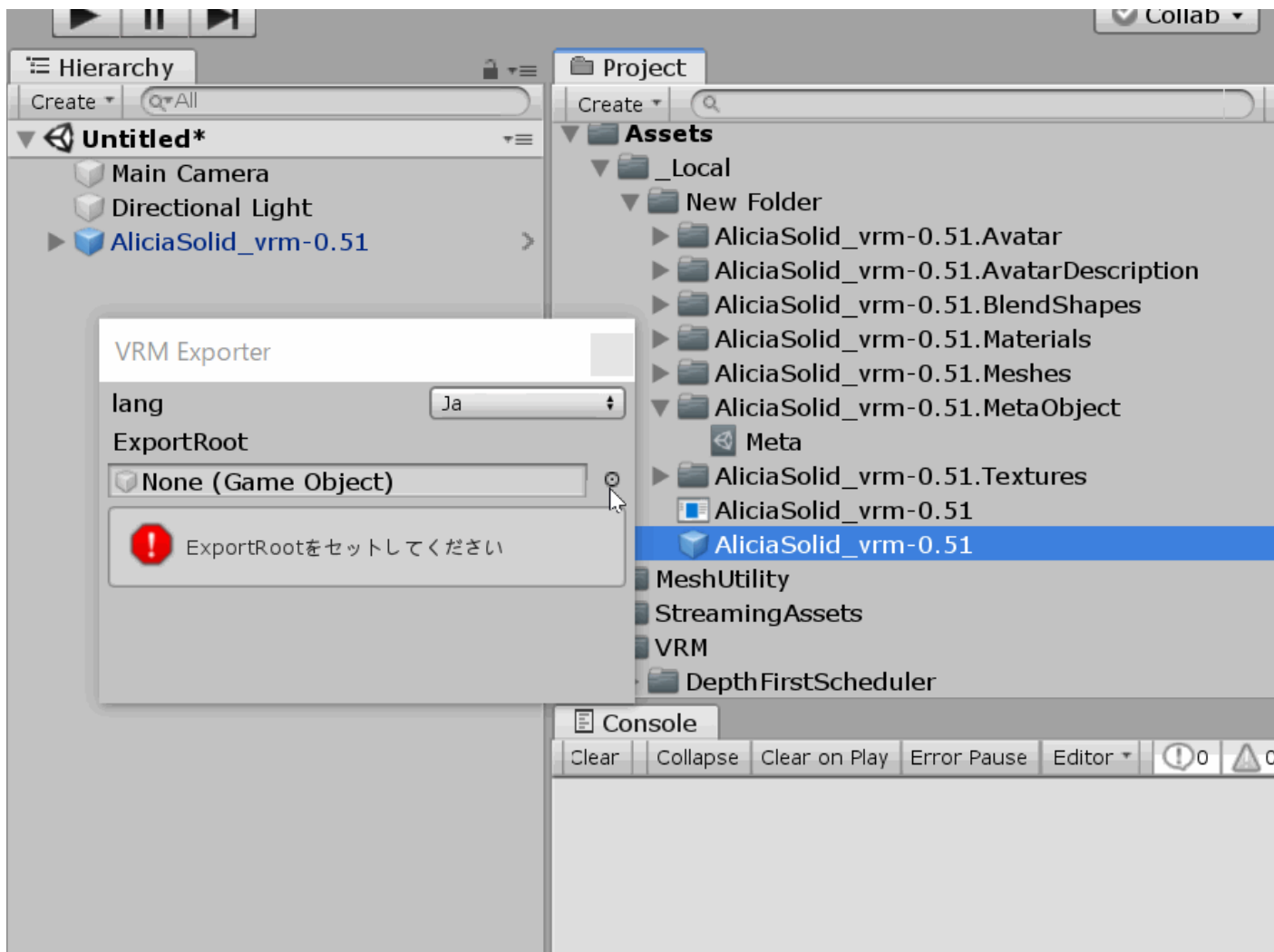
"Project

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- □□



VRM Exporter

ExportRoot

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

export VRM

Force T PoseT-Pose

T-PoseT-Pose

Pose Freeze

GameObject0

v0.58 PoseFreeze

UseExperimentalExporter

UseSparseAccessor

BlendeShape

OnlyBlendshapePositionBlendShape

BlendShape UniVRM-0.53

ReduceBlendshapeBlendShape

BlendShapeClip BlendShape

ReduceBlendshapeClipBlendShapeClip

UnknownBlendShapeClip ReduceBlendshap

RemoveVertexColor

GLTFUniVRMunlit

message	0.56	0.57	0.58
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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.[]

Root [Animator [Avatar[]/non-humanoid[]

Require animator.avatar[] Animator.avatar [

Root[Animator[]avatar[]/non-humanoid[]

Animator.avatar is not valid.[Animator.avatar []

Root[Animator.avatar[]/non-humanoid[]

Animator.avatar is not humanoid. Please change model's AnimationType to humanoid.

[Animator.avatar [] AnimationType ([]) humanoid[

Root [Animator [avata humanoid [] FBX [import [humanoid []
[]Insp FBX Import [rig -> AnimationType

Require Title[]

[]

Require Version[]

[]

Require Author[]

[]

No active mesh[]

[]

FileName ‘{0}’ is too long.[]“{0}”[]

[] []

The Root translation, rotation and scale will be dropped

Root Root TRS

TRS TranslationRotationScale

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

humanoidFBX

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()

standardunlit MToon standard

v0.57

VRM Exporter

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

UnityScriptableWizard 0.58

VRM Exporter

langJa

ExportRootAliciaSolid_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 VersionUniVRM-0.51.0

ThumbnailAlicia

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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

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Export

Revision #2
Created 27 July 2024 01:00:27 by □□□
Updated 29 August 2024 08:37:44 by □□□