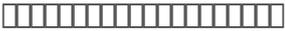


# VRMFirstPerson



VRMFirstPerson  VR



VRM  VR  (HMD)  HMD  Avatar

## FirstPersonBone

HMD

## FirstPersonOffset

FirstPersonBone

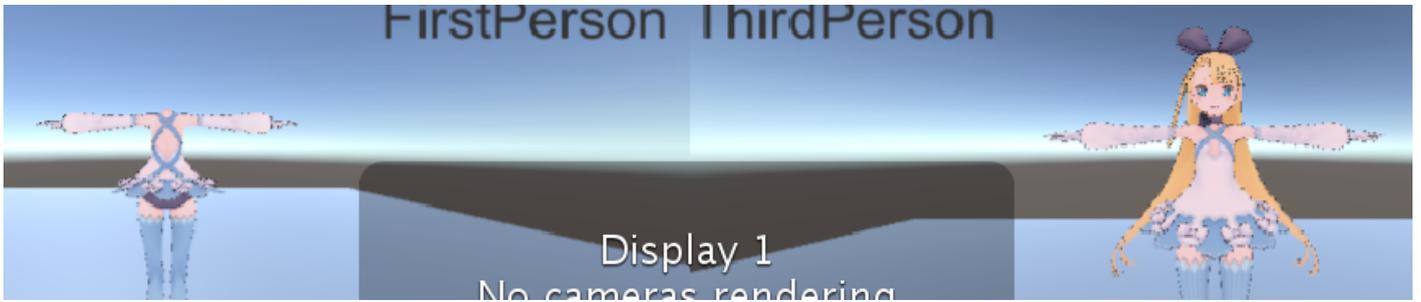
## VR

VR



HMD ()





ThirdPersonOnly

# Auto

Both ThirdPersonOnly

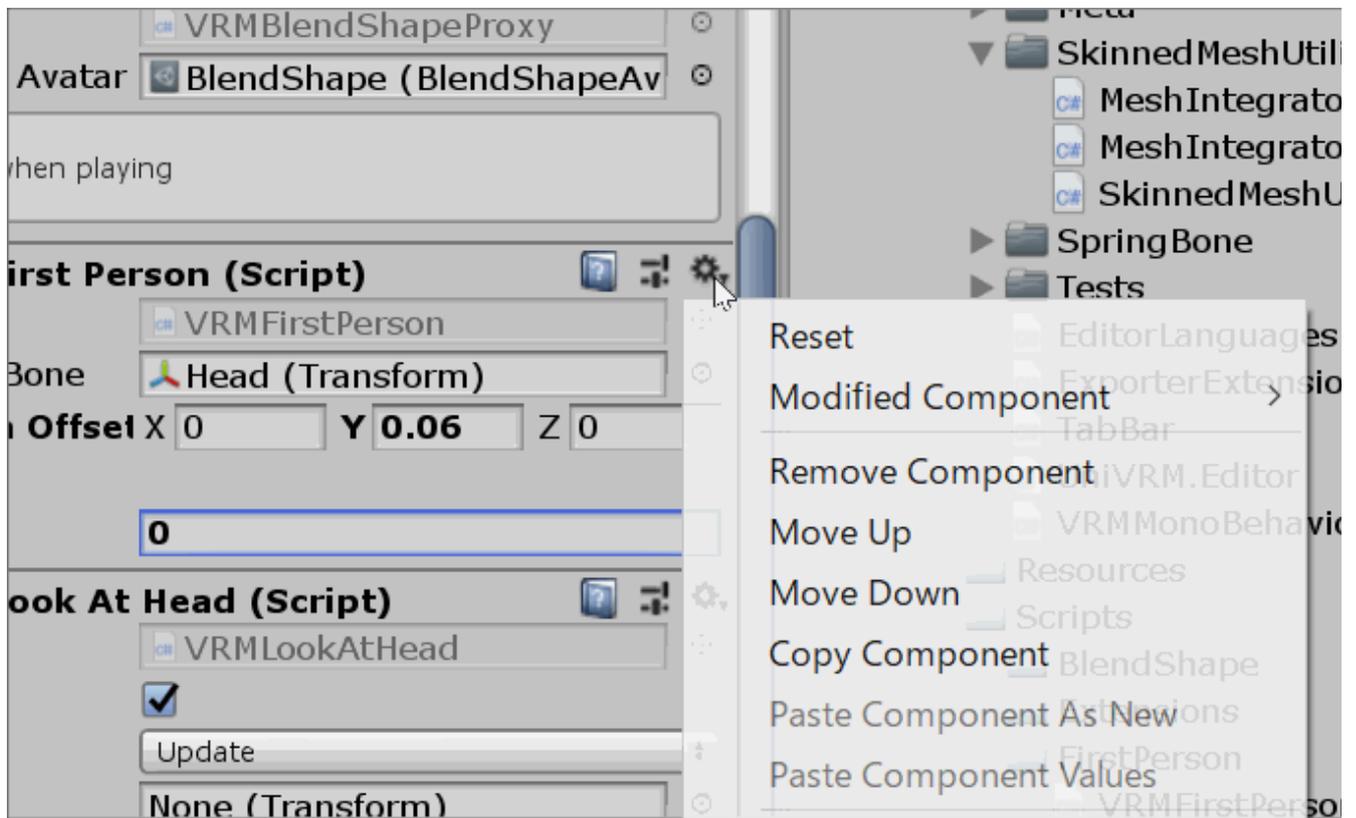
Both ThirdPersonOnly

UniVRM [VRMFirstPerson.Setup\(\)](#) "Auto"

head head

FirstPerson "Auto" VRM Missing son Avatar

VRM First Person (Script) inspector( Reset



Revision #4

Created 27 July 2024 07:07:31 by [REDACTED]

Updated 19 September 2024 06:01:09 by [REDACTED]