

VRM-1.0

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- Unity 2019.4.30f1
- UniVRM 0.80.0
- [FBX T-Pose](#)
- [VrmObject ExtractVRM](#)
- [Meta\(\)](#)
- [Expression\(\)](#)
- [LookAt\(\)](#)
- [FirstPerson\(\)](#)
- [SpringBone](#)
- [Material\(\)](#)
- [Constraint\(\)](#)

FBX T-Pose

- new_seedsan.fbx
- *.png

fbx

Assets Assets/seedsan/fbx

Texture

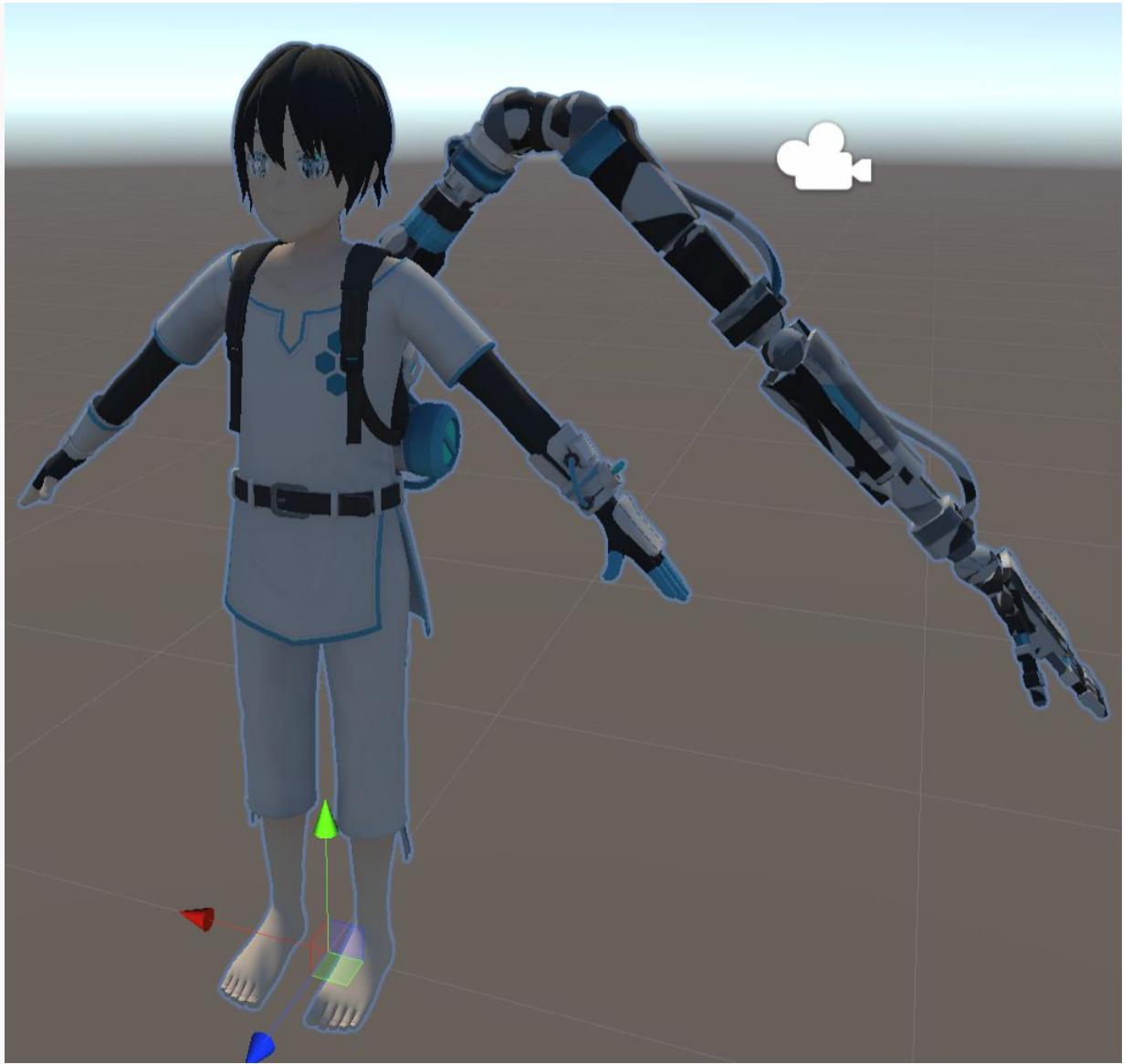
Assets/seedsan/fbx

- backpack.png
- body.png
- faceparts.png
- gradation.png
- hair.png
- nm_backpack_normals.png
- nm_body_normals.png
- nm_wear.png
- planekun_face.png
- robo_arm.png
- wear.png

FBX

new_seedsan.fbx Assets/seedsan/fbx

“ FBX



VrmObject □ Extract□VRM□□ □

□□Meta(□□□) □□□

Expression()

LookAt() 

□□FirstPerson(□□□□) □□□

SpringBone (□□□□) □□

Material()

`Constraint(()) ()`