

VRM-0.0.0-0.0.0-0VRM-

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UniVRM-1.0

UniVRM は VRM を Unity に適用する UniVRM は Unity に VRM を

UniVRM VRM-1.0 VRM

- [VRM1.0 VRM \(Youtube\)](#)
- [UniVRM VRM 1.0 \(Youtube\)](#)



vrm-1.0

- XXX.vrm vrm-1.0
- XXX.vrm_assets/vrm1 VrmObject
- XXX.vrm_assets/preset VrmExpression



Runtime VRM

- RuntimeInstance(UniGLTF)
- VrmController
- VrmSpringBone
- VrmConstraint

URP 表

URP shader 表

gITF extensions	built-in	URP	
(PBR)	Standard	Universal Render Pipeline/Lit	
KHR_materials_unlit	UniGLTF/UniUnlit	UniGLTF/UniUnlit	URP shader Built-in shader
VRMC_materials_mtoon	VRM10/MToon10	VRM10/Universal Render Pipeline/MToon10	
VRM	UniGLTF/UniUnlit	UniGLTF/UniUnlit	URP unlit.

DITOR

glb vrm-1.0 inspector URP

VRM-0.x MToon URP

unlit VRM-1.0 MToon-1.0 URP

URP Import

gITF extensions	IMaterialDescriptorGenerator	
(PBR)	UrpGltfMaterialDescriptorGenerator	
KHR_materials_unlit	UrpGltfMaterialDescriptorGenerator	
VRMC_materials_mtoon	UrpVrm10MaterialDescriptorGenerator	
VRM	UrpVrmMaterialDescriptorGenerator	URP VRM0.X MToon

RuntimeImport

IMaterialDescriptorGenerator Built-in URP Universal Render Pipeline

URP Export

URP

gITF extensions	IMaterialExporter	URP
(PBR)	UrpGltfMaterialExporter	v0.125.0
KHR_materials_unlit	UrpGltfMaterialExporter	v0.125.0
VRMC_materials_mtoon		URP
VRM		URP

Folder()

v0.104 UniVRM Assets

Assets

VRMShaders

U com.vrmc.vrmshaders

glTF VRM 0.x VRM 1.0 Shader Material Texture UniUnlit MToon MToon-1.0

Shader <https://vrm.dev/univrm/shaders/index.html>

UniGLTF

UPN com.vrmc.glTF com.vrmc.vrmshaders

glTF, glb .glTF .glb

VRM

UPN com.vrmc.univrm com.vrmc.vrmshaders com.vrmc.glTF

vrM-0.x / .vrM vrM-1.0

VRM_Samples

vrM-0.x VRM UniGLTF, VRMShaders

VRM10

UPN com.vrmc.vrm com.vrmc.vrmshaders com.vrmc.glTF

vrM-1.0 .vrM vrM-0.x

VRM10_Samples

vrM-1.0 VRM10 UniGLTF, VRMShaders



vrml-0.xvrml-1.0

VRM-0.X

- VRMShaders
- UniGLTF
- VRM

VRM-1.0 VRM-0.X

- VRMShaders
- UniGLTF
- VRM
- VRM10

VRM-1.0

- VRMShaders
- UniGLTF
- VRM10

UniGLTF

- VRMShaders
- UniGLTF

UniGLTF

- UniGLTF

VRMShaders

VRM-1.0

 **VRM-1.0** 



- Unity 2019.4.30f1

- UniVRM 0.80.0

FBX T-Pose

- new_seedsan.fbx
- *.png

fbx

Assets Assets/seedsan/fbx

Texture

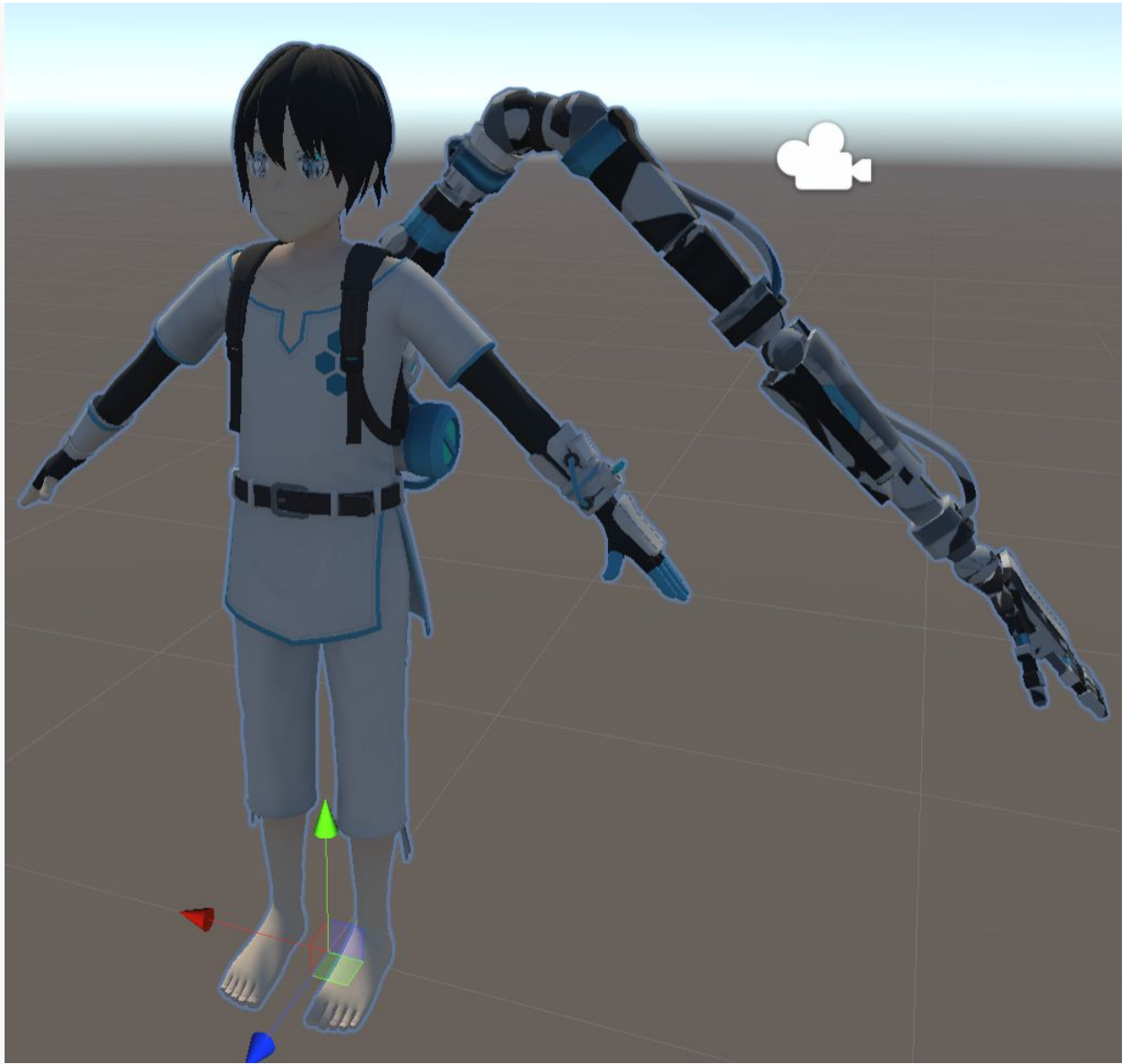
p Assets/seedsan/fbx

- 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()

□ VRM-0.x □ □ VRM-1.0

VRM-0.x VRM-1.0



VRM-0.x VRM-1.0

