

0. [] [] [] Unity [] [] [] [] UniVRM


[] [] UniVRM

<https://github.com/vrm-c/UniVRM/releases>

UniVRM-0.XX.0_YYYY.unitypackag

v0.60.0

Edi

 ousttrue released this 2 days ago

対応する Unity version

- 2018.4 以降
- 2019.4 推奨 (Recommended)

詳細はこちら

- (ja) [https://github.com/vrm-c/UniVRM/wiki/ReleaseNote-v0.60.0\(ja\)](https://github.com/vrm-c/UniVRM/wiki/ReleaseNote-v0.60.0(ja))
- (en) [https://github.com/vrm-c/UniVRM/wiki/ReleaseNote-v0.60.0\(en\)](https://github.com/vrm-c/UniVRM/wiki/ReleaseNote-v0.60.0(en))

unitypackage import について

- https://vrm.dev/docs/univrm/install/univrm_install/
- https://vrm.dev/en/docs/univrm/install/univrm_install/




export dialog について

- https://vrm.dev/docs/univrm/export/univrm_export/
- https://vrm.dev/en/docs/univrm/export/univrm_export/

UPM

```
// manifest.json 抜粋
{
  "dependencies": {
    "com.vrmc.meshutility": "https://github.com/vrm-c/UniVRM.git?path=/Assets/MeshUtility#v0.60.0",
    "com.vrmc.vrmshaders": "https://github.com/vrm-c/UniVRM.git?path=/Assets/VRMShaders#v0.60.0",
    "com.vrmc.univrm": "https://github.com/vrm-c/UniVRM.git?path=/Assets/VRM#v0.60.0",
  }
}
```

Assets 4

 UniVRM-0.60.0_2b9d.unitypackage	711 k
 UniVRM-samples-0.60.0_2b9d.unitypackage	1.08 M
 Source code (zip)	

■■■

UniVRM 0.99.x ■ unity 20019.4 ■■■■

■ UniVRM 0.100.x ■■■■■ 2020.3 ■ Unity■

UniVRM 0.111.x ■■■■■ UMP ■■■■ Unity 2020 ■■■■■

*■ **UniVRM 0.112.0** ■■Univrm ■■■ **URP**■■■■■■■■■■■ **Unity** ■■■■■ **2021.3 LTS**■

<https://unity.com/releases/editor/archive>

UniVRM Unity Unity

Unity Unity

UnityHub Unity Unity

“

UP

Unityc1

Unity OK UnityHub

Unity

Unity Hub 3.6.1

如果同时安装了多个版本的Unity
注意这里当前的Unity版本
不同Unity和Univrm会导致部分操作有所区别

新建项目
编辑器版本: 2021.3.16f1 LTS

所有模板

- 核心模板
- 示例模板
- 学习模板

搜索所有模板

- 2D 核心模板
- 3D 核心模板 选择3D模板**
- 2D (URP) 核心模板
- Runner Game 核心模板
- 3D Mobile 核心模板
- 2D Mobile 核心模板

3D
This is an empty 3D project that uses Unity's built-in renderer.
[阅读更多](#)

项目设置

项目名称
My project

位置
D:\material resources\project\Unity...

Unity Cloud 组织
BeiMingShunXi

☐ 连接到 Unity Cloud [新建](#)

☐ 使用 Unity Version Control [新建](#)

我使用的是国际版UnityHub，和中国版有一些区别，但不影响实际使用

确认创建 取消 **创建项目**

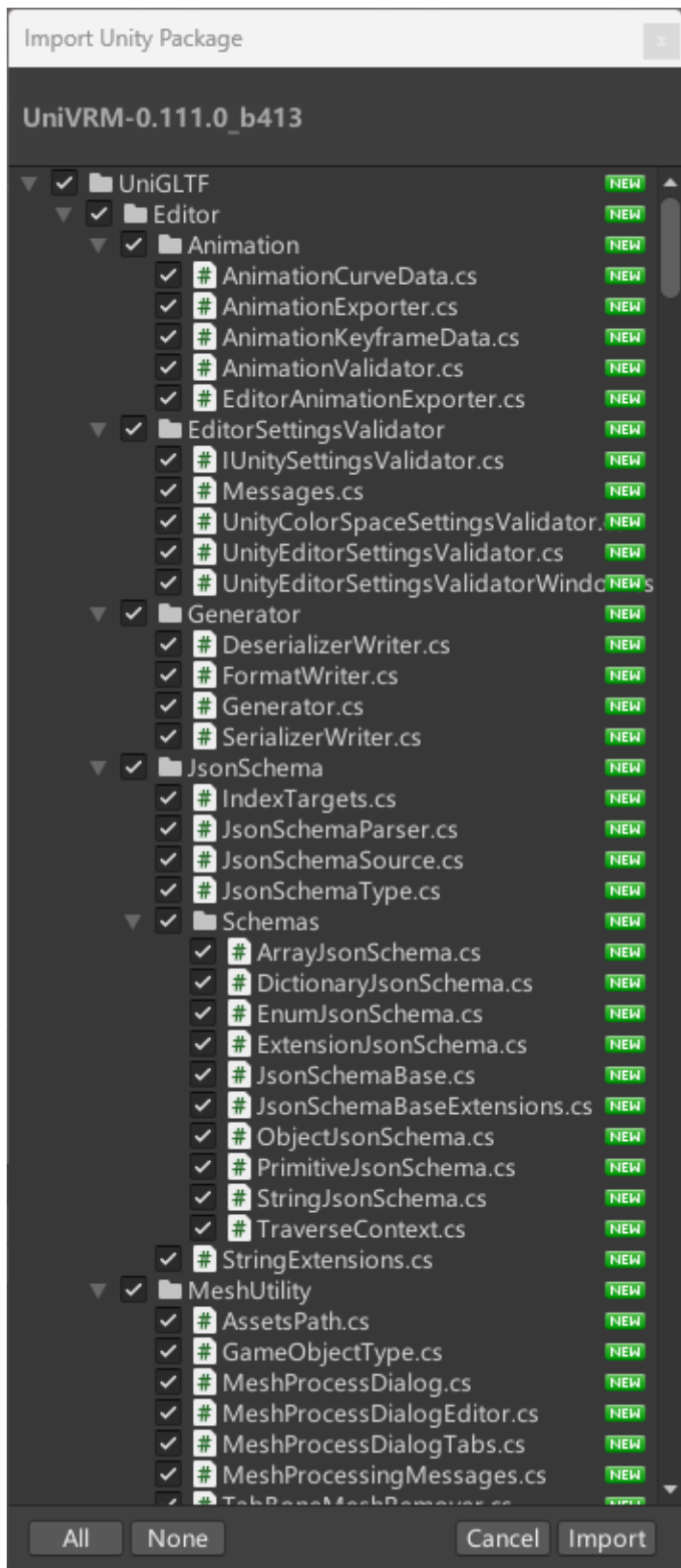
Unity Unity

UnityHub UnityHub

Unity

Unity UniVRM unitypackage

Assets -> Import Package -> Custom Package UniVRM-0.XX.0_YYYY.unitypackage
../Assets/VRM ../Assets/UniGLTF ../Assets/VRMShaders



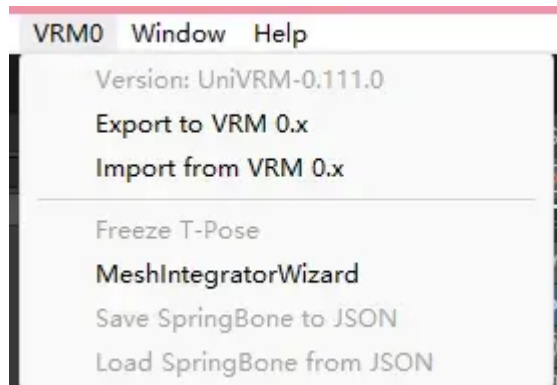
import

UniVRM

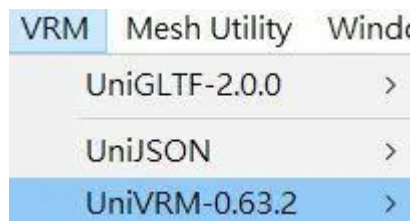
UniVRM をインストールして“VRM”メニュー

メニューが表示される

メニュー



メニュー

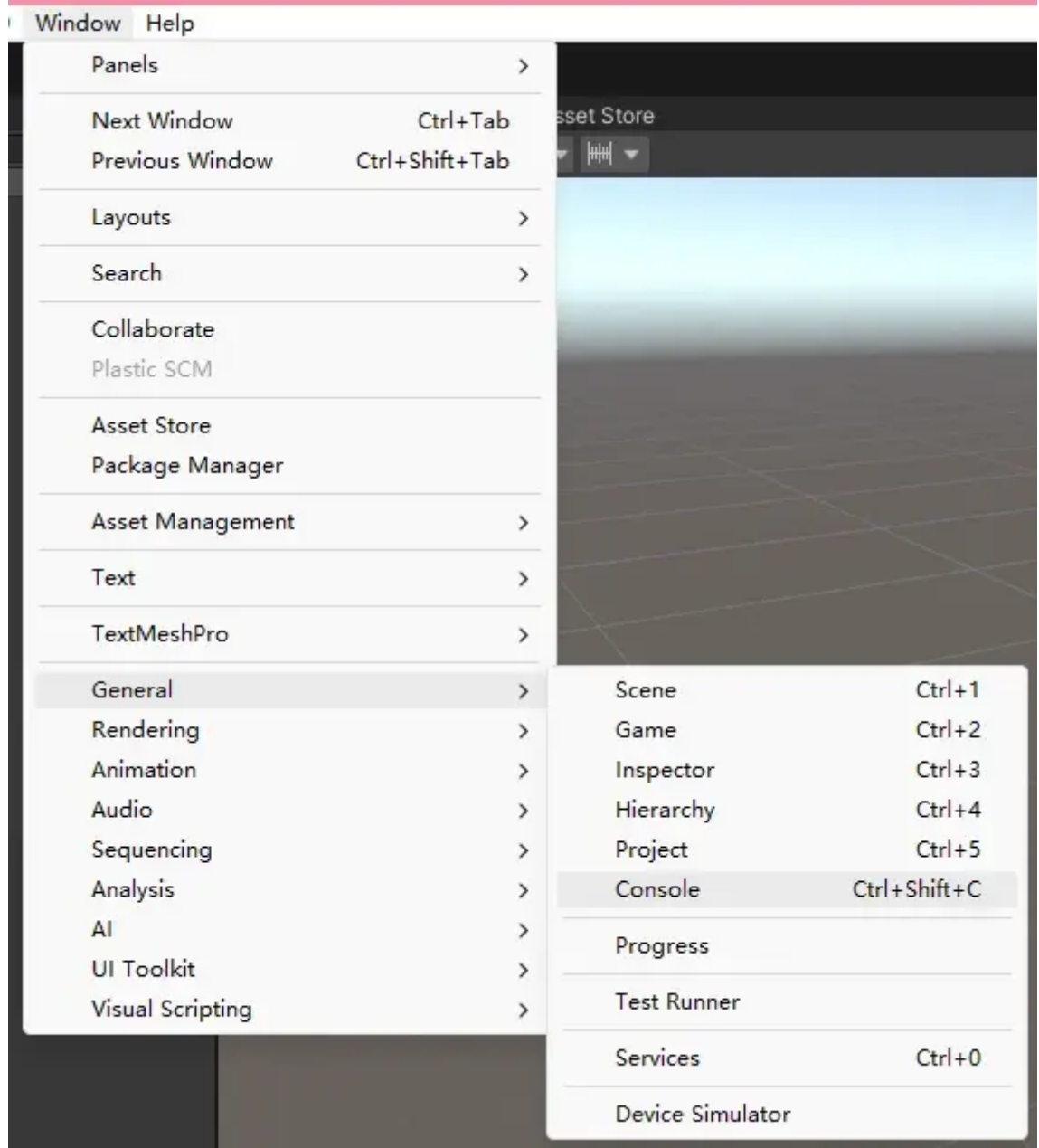


Unity-2018 VRM インストール:

ProjectSettings - Player - Other Settings - Scripting Runtime Version "Scripting Runtime Version" ".Net4.X equivalent"

Console

Unity をインストール



Window Help

Panels



Next Window

Ctrl+Tab

Previous Window

Ctrl+Shift+Tab

Layouts



Search



Collaborate

Plastic SCM

Asset Store

Package Manager

Asset Management



Text



TextMeshPro



General



Rendering



Animation



Audio



Sequencing



Analysis



AI



UI Toolkit



Visual Scripting



Scene

Ctrl+1

Game

Ctrl+2

Inspector

Ctrl+3

Hierarchy

Ctrl+4

Project

Ctrl+5

Console

Ctrl+Shift+C

Progress

Test Runner

Services

Ctrl+0

Device Simulator

Console

ClearCollapseClear on PlayError PauseEditor

010147

[12:45:28] Importer for Packages/com.unity.ads/UnityEngine.Advertisements.dll I

[12:45:29] Importer for Packages/com.unity.purchasing/UnityEngine.Purchasing.c

[12:45:42] Assets/VRM/DepthFirstScheduler/Functor.cs(80,23): error CS1644: Fe

[12:45:42] Assets/VRM/DepthFirstScheduler/Functor.cs(80,49): error CS1644: Fe

[12:45:42] Assets/VRM/DepthFirstScheduler/Functor.cs(88,24): error CS1644: Fe

[12:45:42] Assets/MeshUtility/Runtime/BoneNormalizer.cs(13,16): error CS1644:

[12:45:42] Assets/MeshUtility/Runtime/BoneNormalizer.cs(34,20): error CS1644:

Assets/VRM/DepthFirstScheduler/Functor.cs(80,23): error CS1644: Feature `null propagating operator' cannot be used because it is not part of the C# 4.0 language specification

