

glTF

  import  export  

glTF: z+ forward

  Z 

	VRM0	VRM1
forward	z-	z+
right	x+	x-

“  vrm-0.x  vrm-1.0  Y  180 

```
Vector3 vrm0;  
var vrm1 = new Vector3(-vrm0.x, vrm0.y, -vrm0.z);
```

glTF: divided vertex buffer

  bufferView  primitive 

	VRM0	VRM1
bufferView	shared()	divided()
		 glTF 
	 UniVRM  glTF 	 morphTarget 

vrmspec vrm-0.x vrm-1.0 Y180

	prim0	prim1
position	100	100
index	0..100	0..100

	prim0	prim1	
position	100	100	
index	0..100	100..200	

Vrm gltfPrimiti glTF

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