

# glTF

importexport

## glTF: z+ forward

z+ forward

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

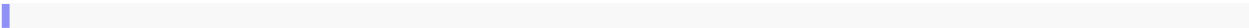
“ vrm-0.x vrm-1.0 Y180

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

## glTF: divided vertex buffer

bufferView primitive

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



VRM-0.x VRM-1.0 Y 180

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

	prim0	prim1	
position	100	100	<div></div> <div></div>
index	0..100	100..200	

Vrm gltfPrimiti glTF