

# vrml-1.0

## VRM 1.0

VRM 1.0 2018 3D “VRM”

VRM VRM 0.x VRM 1.0

VRM 1.0 2022 9

VRM 0.x humanoid vrmc\_vrm\_animation-1.0 vrmc\_materials\_hdr\_emissiveMultiplier-1.0 vrmc\_materials\_emissive\_strength vrmc\_materials\_mtoon-1.0 vrmc\_springBone-1.0

vrmc\_node\_constraint-1.0

2020 vrmc\_vrm\_animation-1.0

vrmc\_materials\_hdr\_emissiveMultiplier-1.0 vrmc\_materials\_emissive\_strength



## VRM 1.0

SON Schema VRM1.0

<https://github.com/vrm-c/vrm-specification/tree/master/specification>



<https://github.com/vrm-c/vrm-specification/tree/master/samples>

# VRM 1.0

VRM  avatar 

[VRM!\[\]\(0f848bbd71cef6b345273b16f905912a\_img.jpg\)1.0!\[\]\(d873c0073cfd3b74a7c9b5ca09bad0c7\_img.jpg\)](#)



UnityUniVRM

[UniVRM-1.0](#)

# API

- [VRM-1.0 !\[\]\(e27c4336460e9e6729a19580c0456728\_img.jpg\) API!\[\]\(1a140e8db538fd46d58af9f9540232fd\_img.jpg\)](#)



- [VRM-1.0](#)