

VRM Animation

[https://github.com/vrm-c/vrm-](https://github.com/vrm-c/vrm-specification/tree/master/specification/VRMC_vrm_animation-1.0)

[specification/tree/master/specification/VRMC_vrm_animation-1.0](https://github.com/vrm-c/vrm-specification/tree/master/specification/VRMC_vrm_animation-1.0)

“VRM Animation”

VRM Animation VRM

- VRM Animation VRM
- **glTF**
- UniVRM Unity VRM Animation

- **glTF animation**
- **VRM** glTF
 - VRMC_vrm_animation
 - .vrma
- **Humanoid bone animation**
 - glTF Humanoid
 - VRM
- **Expression animation**
 - glTF
 - VRM VRM custom expressions
- **Gaze control animation**
 - glTF

VRM Animation

VRM Animation

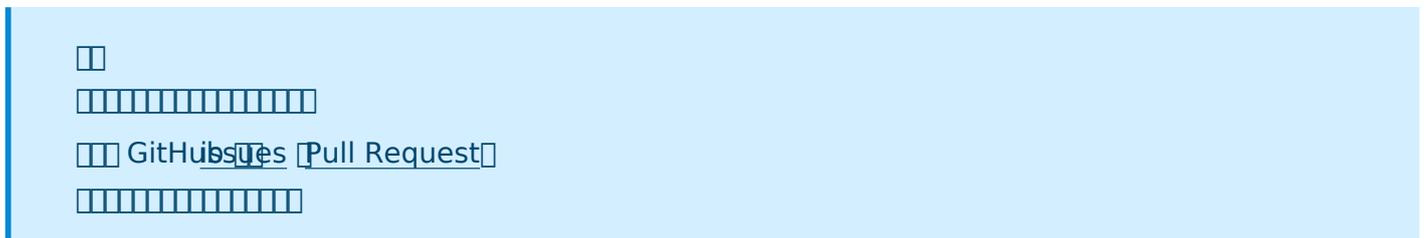
VRM Animation

- VRM Animation authoring tools
- motion capture

- [live streaming](#) [photo](#) [VRM Animation](#)
- [VRM Animation](#) [Metaverse](#)
- [game engines](#) [VRM Animation](#) [game development](#)

VRM Animation

[showcase](#)



- [UniVRM](#)
- [@pixiv/three-vrm](#)
- [VRM Add-on for Blender](#)
- [bvh2vrma](#)
- [VRoid Hub](#)
- [AnimationClipToVrmaSample](#)
- [VMagicMirror](#)
- [VRM Posing Desktop](#)
- [VRM](#)
- [VRMA, BVH](#) [VRM](#)

VRM Animation

VRM-1.0 [VRM-Animation](#)

import

[import\(target\)](#)

export

Unity humanoid VRM-Animation

EDITOR

[export\(\)](#)

Revision #3

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