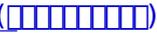
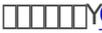


# VRM

- [programming](#)()

## VRM ( )

- vrm-0.x vrm-1.0  [Coordinate](#)()
- vrm-0.x vrm-1.0  m()   1  1  1  1  1  1  1
- vrm-0.x vrm-1.0   
- vrm-0.x vrm-1.0 T-Pose( 0.x Z- 1.0 Z+ )   TPS/ 
- vrm-0.x  

### TIP:

 VRM-0.X  T-Pose  FK()  humanoid motion 

T-Pose bake  Vrm-0.X  

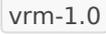
VRM-1.0   (baked)  T-Pose  humanoid motion  VRM-Animation  T-Pose 

- [VRM 1.0](#)

- [VRM Animation](#)

 VRM-1.0  FK  VRM-0.x  rotation  RunTime 

- 

- vrm-0.x   Mesh  Bake 
- 
- vrm-0.x vrm-1.0  [BlendShapeProxy](#)()
- vrm-0.x vrm-1.0  
- vrm-0.x vrm-1.0  VR [FirstPerson](#)()
- vrm-0.x vrm-1.0  

 VRM 

## UniVRM

 UniVRM  UniVRM  Asset/Prefab  GameObject  GameObject  Pref

