

VRM

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- programming()

VRM

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)

- vrm-0.x vrm-1.0 [Coordinate\(\)](#)
- vrm-0.x vrm-1.0 [m\(\)](#) → 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
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- [illegible]

- 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 AssetPrefab GameObject GameObject Pref

- [runtime load](#)      

UniVRM

 UniVRM        

- [samples](#)      

Assets/VRM.Samples/Scenes/VRMRuntimeExporterSample.unity



  

UniVRM VRM

[showcase](#)

- <https://github.com/ruyo/VRM4U>
- https://github.com/saturday06/VRM_IMPORTER_for_Blender
- <https://github.com/virtual-cast/babylon-vrm-loader/>
- <https://github.com/pixiv/three-vrm/>
- <https://github.com/V-Sekai/godot-vrm>

Revision #3

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