



- [\[icon\]](#)
- [\[icon\]](#)
- [MMD\[icon\]FBX](#)
- [MMD\[icon\]](#)
- [SDK2\[icon\]SDK3](#)



1 VRChat

Steam ~~steam~~

2 New User



Unity

1 Unity

(CN) |

2 Unity Hub

Unity

3 Unity 2022.3.6f1 Unity Hub

Unity Hub

VRChat SDK Unity Unity 2022.3.6f1 [Currently Supported Unity Version \(vrchat.com\)](#)

VRChat SDK

1 VRChat SDK

VRChat [Download - VRChat](#)

2000 SDK3.0

Click "Download SDK3 - Avatars" to download SDK2. Click SDK2 (if "Other") to download SDK3.



[Dynamic Bone 1.2.0](#)



[UTS2](#)



[MRC III](#)



Booth

Unity

1 Unity Hub

```
Unity Hub[REDACTED]"[REDACTED]"[REDACTED]"2019.4.31f1c1"(c1[REDACTED])[REDACTED]"[REDACTED]"[REDACTED]"[REDACTED]"[REDACTED]
```

2. “ ” Unity Hub

<1> zh-cn.po

zh-cn.po

<2> □□□□Unity□□□□

C:\Program Files\Unity\2019.4.31f1c1\Editor\Data\Localization

Unity

1

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200 Unity

□□“□□”□□“3D”□□□□□□□□□□“□□”□□□□□□

3

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Unity

“Editor-Preferences-Languages” “ ”

□□□□(unitypackage)

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1.0.0 (Dynamic Bone 1.2.0.unitypackage)

2 (UTS2.untypackage)

```
3VRCSdk (VRCSdk3-AVATAR-2022.02.16.19.13_Public.unitypackage(SDK[ ]))
```

[illegible]

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1

```
Assets/prefab
```

<1>prefab□□

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<2>

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2 VRChat

VRChat SDK>Show Control Panel" VRChat"Builder"

<1> "Build & Publish for Windows"

<2>

"Auto Fix" "Build & Publish for Windows" " "

<3> "A VRCAvatarDescriptor is required to build ;

SDK2 SDK2 SDK3 (SDK2)

3

VRChat"

Avatar Name

Description

Sharing" Private "Publish" Private

("Upload")

4

<1>

VRCCam" 3D-"

"Transform" "z" 2.6" "x"y" 4" 3"

<2>

Unity("Assets" "-") "Shader" "VRChat-Mobile-Toon Lit"

<3>

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[illegible][illegible]

□□□□□"Upload"□□

[illegible]

"■■■■90%■■■■■■■■99%■■■■■■■■100%■■"

Unity

[illegible]

MMD□□□□FBX



MMD□□□□Unity□□[MMD□□□□Unity - BlenderYoung Blog](#)

□□□□□□Blender□□

1□□□Blender2.93

[Index of /release/ \(blender.org\)](#)

□□2.93□□□□□

2□□□□□

Github[Releases · absolute-quantum/cats-blender-plugin \(github.com\)](#)

□□□

Github[cats-blender-plugin-0-19-0.zip](#)

3□□□□□

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1□□□□□

删除“x”

2

MikuMikuDance Model “

3Fix

<“CATS”Fix Model“

(“-FBX“)



1

https://docimg1-docs.qq.com/image/AgAABg8ypEETsVvUNZJMNboSIRg_F16F.webp?w=248&h=411
“Create Eye Tracking”

2

https://docimg10-docs.qq.com/image/AgAABg8ypEHKfmF_Sc9Kf5M8C0H9-xvH.webp?w=387&h=204
“Create Visemes”

3

“-FBX“





1

□"Model Options"□□□□□□□□□□□□□□□□

2 Body

3

□□□□□"CTRL"□□□□□□□□□□"Model Options"□"Join Meshes-Selected"□

□□Body□□□□□□□□"Body"□□□□□□□□"Body"

4



MMD

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MMDUnity

☐ MMD ☐ FBX ☐ MMD ☐ Unity

MMMD

1

□□FBX□□□□□□"Materials-□□-□□□□□□"□□□□□□□□□□

2

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□□□□"Rig-□□□□-□□"□□□□□□□□

□□□□"□□... "□□□□□□

T-pose "T" Head

□□□□□□"Done"

□□□□SDK□□□□

1

"VRC Avatar Descriptor" [] [] [] "View" [] [] [] [] [] [] [] [] [] [] "Edit" [] [] Unity [] [] [] [] [] [] [] [] [] [] [] [] [] [] "Return" []

2. "Viseme"

BlendShape (FBX)

"VRC Avatar Descriptor" "LipSync" "Mode" "Viseme Blend Shape" "Body" "Face Mesh"

3 "Eye Look"

"VRC Avatar Descriptor" "Eye Look" "Enable"

"Eyelids" "Eyelid Type" "Blendshapes" "Body"



VRChat "Dynamic bone" / PhysBones

1

" " "

" " "Dynamic bone"

"Dynamic bone" "Root"

Damping Elasticity

Stiffness (Inert)

0.6 0.06 0.2 0.4

0.08 0.06

0.7 0.06 0.6 0.85

VRChat Unity - -

@ 0.9 0.03 0.1 0

@JIUJIU 0.7 0.06 0.9 0.9

[VRCHAT](#) [Ryuu-San](#)-CSDN

2

“ ”

“Create Empty”

“Dynamic bone Collider”

3

() ()

“ ”



“VRC Avatar Descriptor”

SDK2 与 SDK3



SDK2 SDK3

SDK2

(prefab)

Transform Animator

SDK3

1

VRC Avatar Descriptor View Edit Unity Return

2 Viseme

VRC Avatar Descriptor LipSync Auto Detect

Body Body Face Mode Viseme Blend Shape Face Face



VRC Avatar Descriptor