



Booth

# Unity

# 1 Unity Hub

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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

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## 200 Unity

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3

Unity

“Editor-Preferences-Languages” “ ”

□□□□□(unitypackage)

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1 [ ] (Dynamic Bone 1.2.0.unitypackage)

2[ ] (UTS2.untypackage)

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

4

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1 

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Assets/prefab
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<1>prefab□□

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<2> 

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## 2 创建VRChat模型

单击“VRChat SDK>Show Control Panel” 单击VRChat单击“Builder”

<1> 单击“Build & Publish for Windows”单击

单击

<2> 单击

单击“Auto Fix”单击“Build & Publish for Windows”单击

<3> 单击“A VRCAvatarDescriptor is required to build ;

单击SDK2单击SDK2单击SDK3单击(单击SDK2单击)

## 3 配置模型

单击VRChat单击“

Avatar Name单击

Description单击

单击

Sharing单击“ Private “单击“Publish”单击Private单击

单击(单击“Upload“)

## 4 导出模型

单击

<1> 单击

单击“VRCCam”单击“3D单击-单击“

单击“Transform”单击单击“z单击”2.6“单击单击“x单击y单击”4“单击”3“

<2> 单击

单击Unity单击单击(单击“Assets”单击单击-单击“)单击单击“Shader”单击单击“VRChat-Mobile-Toon Lit”单击

<3> 

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[illegible]

□□□□□"Upload"□□

[illegible]

"■■■■90%■■■■■■■■99%■■■■■■■■100%■■■"

Unity

```
[ ]([ ]"BluePrint") [ ]"Detach"[ ]
```

Revision #1

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