

MMD制作

Unity制作MMD模型

Unity制作MMD模型FBX模型MMD模型Unity

Unity制作MMD模型

1. 模型

Unity制作MMD模型FBX模型MMD模型Unity

2. 模型

Unity制作MMD模型FBX模型MMD模型Unity

Unity制作MMD模型FBX模型MMD模型Unity

Unity制作MMD模型FBX模型MMD模型Unity

Unity制作MMD模型FBX模型MMD模型Unity

Unity制作MMD模型

1. 模型

Unity制作MMD模型FBX模型MMD模型Unity

2. 模型

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”