

MMD□□□□FBX



MMD□□□□Unity□□[MMD□□□□Unity - Blender Young Blog](#)

□□□□□□Blender□□

1□□□Blender2.93

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

□□2.93□□□□

2□□□□□

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

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

3□□□□□

□□Blender□□"□□"□□□□□"□□-□□□□-□□-□□"□□□□□□□□□□"□□□□"□□□□□□□□□□



1

delete“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

 "Body"

3 

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

 Body  "Body"    "Body"

4 

