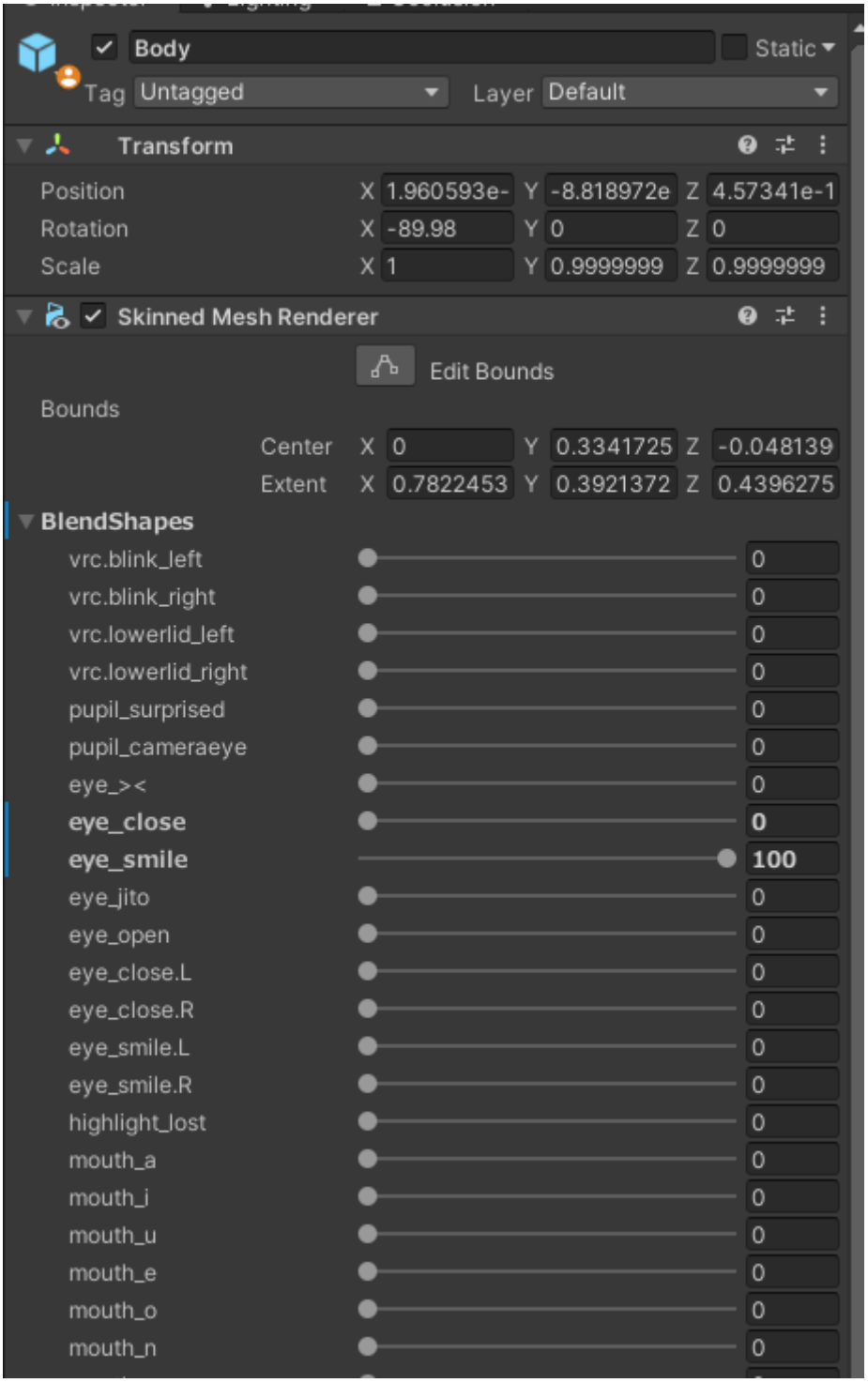
Reference



(Sample Picture)

GameObject contain Face mesh required to be named as “Body” on FBX level.

In some case, edit name on unity not works on all the worlds, I personally recommend change name on blender instead while working to add blendshape name too.

□□□□□□□□□□□ GameObject□□□□ FBX□□□□ Body□□□□□□□□□□□ (FBX □□□□□□□□□□□□□□□□□□□□)

□□□□□□□□□□ Unity□□□□□□□□□□□□□□□□□□□□□□□□□□□□□ blendshape □□□□□□□□ GameObject□□□□□ Blender□□□□□□□□□□□□□□□



(Sample Picture)

“Body” GameObject required to located just below root of avatar, it cannot be somewhere else.

Body□ GameObject□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Face mesh required to have VRChat default and JP MMD Morph Blendshape name at least.

Please find attached link below to find Japanese and English MMD Morph Name.

□□□□□□ Blendshape□□ VRChat□□□ Blendshape□□□□□□□□ MMD □□□□□□□□□□□□□□□□□□□□□□□□□□ FBX□□□□□□□□□□□□

*Japanese Version MMD Morph / □□□□ MMD□□□□ * (□□□□□□□□□)

https://docs.google.com/spreadsheets/d/1UtOJhJr45gahf2epvQlDxC1AXcJw_hepn1t0HY1mlGI/edit?usp=sharing (Written in English)

https://docs.google.com/spreadsheets/d/1DnkY4-nKIOJzpk1CPynX5_3_fznUQ-XdpVZm9mmt68o/edit#gid=0 (□□□□□□)

*English Version MMD Morph / □□□ MMD□□□□ * (Optional)

https://images-wixmp-ed30a86b8c4ca887773594c2.wixmp.com/i/0b7b5e4b-c62e-41f7-8ced-1f3e58c4f5bf/d5nbmvp-5779f5ac-d476-426c-8ee6-2111eff8e76c.png

*According to our internal research, only limited number of worlds support English blendshape, as result, English morph is optional. Also, mouth may not work.

*

最新の調査によるとほぼ英語モーフは使われているワールドがありませんのでイプション仕様。また口が動
かない模様。

*In some case, JP/EN blendshape name conflict each other, to prevent this, add toggle bool to make animation -100% of others to make it use only JP or EN at the time. This method prevent issue such as 200% value of blendshape.

*一部のワールドには日英両方のモーフが設定されている場合があります。こういう時用に JP/EN
を切り替えて使えるように boolを作る事をおすすめします。

表情が 200%に現象を抑止します。

(使わない方を -100%するアニメーションを組みます。)

**In Any Cases, If you changed GameObject name or Blendshape name, you are more likely need to re-make all of animation on your avatar, please backup and do your job.

I’ll reference tools to setup animation basic.

***ほとんどの場合、 GameObject名や Blendshape
名を変更した場合はアニメーションの再設定が必要になります。必ずバックアップを取ってから作業してく
ださい。

以下にアニメーションの再設定に便利なツールを記載させていただきます。

*https://booth.pm/en/items/1258744 (VRCAvatar Editor by Gatosyocora)

*https://booth.pm/en/items/2219616 (Combo GestureExpressions by Hai)

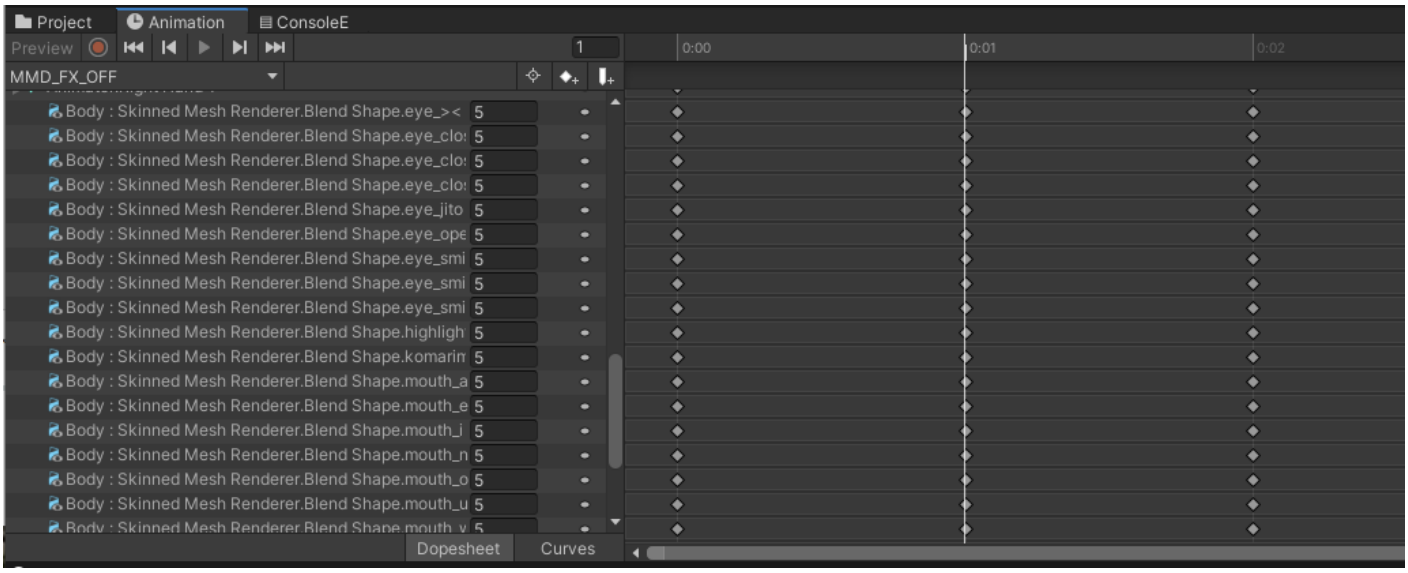
=Debug Blendshape=

If you just want to debug that blendshape is working while gesture not works, remove all “Playable Layers” and upload to VRChat. You cannot use gesture but can check model part be fine.

=シェープキー設定のデバグ =

モデルのシェープキー設定が正しいかを確認するだけであれば全ての ”Playable Layer”を外せば Gesture なども効かなくなりますが確認できます。デバグにご活用ください。

=MMD FX END=



When MMD animation done (or respawn in middle), there is bug on some worlds that blendshape not reset properly, as result your avatar not animate from 2nd songs onwards. To resolve this situation, put small value to override all blendshape (smaller value will not have visible difference so will prevent falsie face, prefer to be value not used by your default blendshape) then reset to your default face value.

MMDアニメーションが終わった際や途中で Respawnした際に、一部のワールドにおいて Blendshape
が正常にリセットされない事象を確認しております。

この対策として、一端全ての Blendshape
に小さい数字を入れてから既定の表情にするアニメーションを入れることで解消出来ます。 (
小さい数字だと一瞬変顔になっても気づかないため。既定の表情に使っていない数字を推奨。)

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