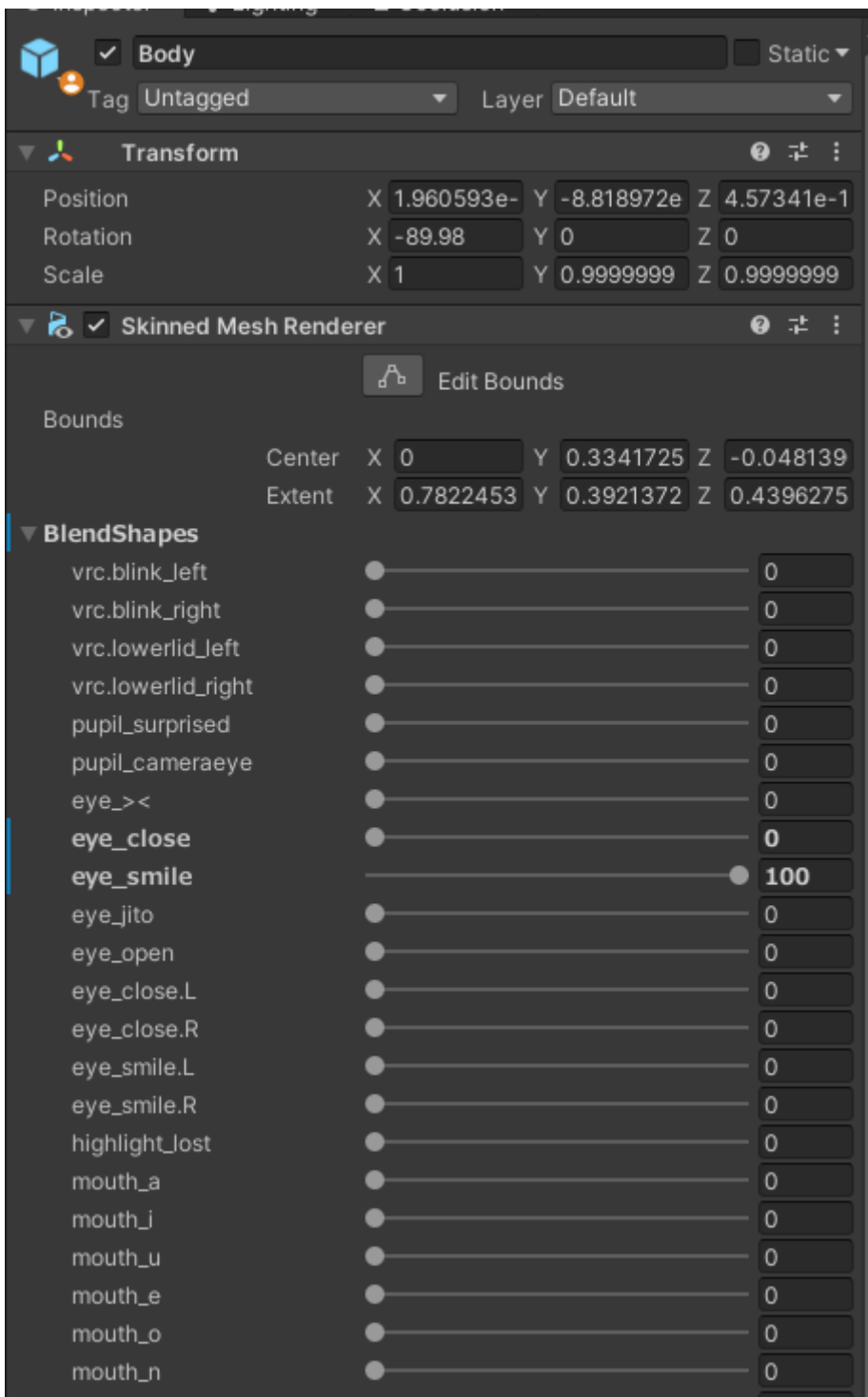


Reference



(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
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*Japanese Version MMD Morph / MMD * ()

https://docs.google.com/spreadsheets/d/1UtOJhJr45gahf2epvQIDxC1AXcjw_hepn1t0HY1mIGI/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.

*

*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.

* JP/EN bool

200%

(-100%)

**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.

*** GameObject Blendshape

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

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

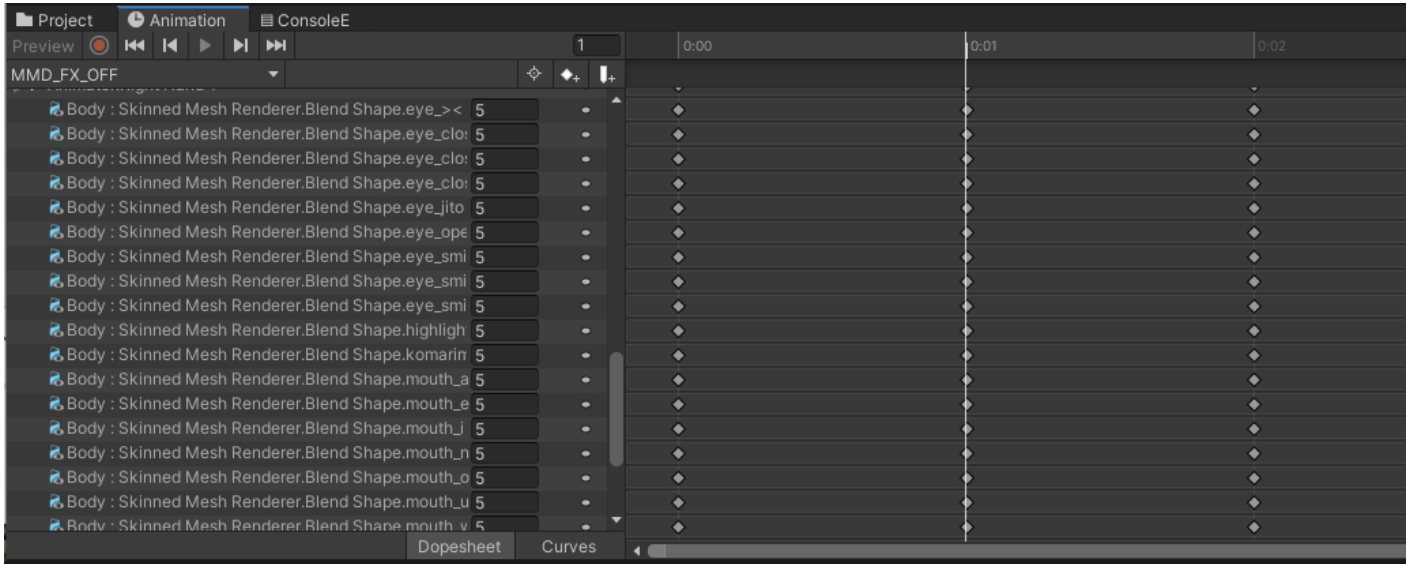
=Debug Blendshape=

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.

= =

"Playable Layer" Gesture

=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 false face, prefer to be value not used by your default blendshape) then reset to your default face value.

MMD

Respawn

Blendshape

Blendshape

(