

Gathering Tools

To upload custom content to the game, you must install a specific version of Unity, the VRChat SDK, and use a VRChat account (not Steam or Oculus) of at least New User (Blue) ranking.

Installing Unity

You will want to install the Unity Hub, as it makes managing Unity easier. Download [here](#) and then click this link to download the version of Unity that VRChat currently uses.

Then you want to download the [VRChat SDK here](#) from the Downloads tab on VRChat's website after logging in.

If you are starting a new project, you will want to download VRCSDK3. There are two versions: one for avatars and one for worlds.

You may also want [Blender](#), a free 3D modeling software.

Unity Interface

Create a new project by opening Unity Hub, selecting New in the top right corner and set the template to 3D (VRChat does not support the other templates).

<https://www.youtube.com/embed/llKaB1etrik?start=121>

Note that every GameObject contains a Transform component; the transform of an object defines its position, rotation and scale on the X, Y, and Z axes.

TL;DR

- Q or middle mouse drags
- W adjusts position
- E adjusts rotation
- R adjusts scale

Tips

- Don't forget to switch between center vs pivot and local vs global!
 - Hold alt while left clicking on a sub-hierarchy arrow to completely expand/contract it!
 - Press F to focus on a selected object; hold F while dragging to follow.
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