

Documentation

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**Overview**

This document will help you use the Assets **Unity MMD Collection.**

With it you have tools that can facilitate the use of **MMD models** in **Unity** , as well as custom **Shaders** for this.

The **Shaders** were made based on studies in the [MMD4Mecanim package](https://stereoarts.jp/) , being recreated and improved in two tools: The [Shader Graph](https://unity.com/pt/features/shader-graph) and [Amplify Shader Editor](https://assetstore.unity.com/packages/tools/visual-scripting/amplify-shader-editor-68570) due to the capabilities and applications of each resource.

It also has **Scripts** that shape the Unity interface to make it similar to the **MMD tools** and make it more practical and faster to use. In addition to other things that allow you to speed up development.

**Instructions**

You can get more information in the Playlist on YouTube:

<https://youtube.com/playlist?list=PL5hnfx09yM4IWSWveW0NKCfX1Anec4dw7&si=UIqEtAoFcXZH7WFM>

**Compatibility**

This package is compatible with:

**- Unity 6000.0.24f1**

**- Amplify Shader Editor v 1.9.6.3**

**- MMD4Mecanim 2020-01-05**

**Shader Explanations**



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| **MMD Shader** |
| **Shader Properties**  **==System Properties==**  - **Show Default Systems** = Shows default or custom properties.  - **Mat-Name (JP)** = Material name in Japanese.  - **Mat-Name (EN)** = Material name in English.  - **Memo** = Text header for notes.  **==Material Color==**  - **Diffuse** = Color of the material.  - **\_Color ("Diffuse", Color)** : Sets the main color of the material when illuminated directly.  - **Specular** = Color of light reflection/shine.  - **\_Specular ("Specular", Color)** : Sets the color of the specular reflections in the material.  - **Ambient** = Affects the color and lighting of the model, similar to a raycast.  - **\_Ambient ("Ambient", Color)** : Sets the color to ambient light, contributing to the overall lighting.  - **Opaque** = Alpha value (opacity)  - **\_Opaque ("Opaque", Range(0, 1))** : Controls the opacity of the material.  - **Reflection** = Reflection value  - **\_Shininess ("Reflection", Float)** : Sets the intensity of the specular shine (reflection) of the material.  **==Rendering==**  - **2-SIDE** = Renders both sides of the mesh **[Equivalent to Render Face/\_Cull]**  - **\_Cull("Render Face", Float)** : Controls which faces of the mesh (front, back or both) should be rendered.  - **G-SHAD** = Shadow on the ground **[Equivalent to Cast Shadows/ShaderPass"SHADOWCASTER"]**  - **\_CastShadows ("Cast Shadows", Float)** : Defines whether the material casts shadows on the ground.  - **S-MAP** = Shadow on mesh (including the mesh itself) **[Equivalent to Receive Shadows/\_ReceiveShadows/Keyword"\_RECEIVE\_SHADOWS\_OFF"]**  - **\_ReceiveShadows ("Receive Shadows", Keyword)** : Controls whether the mesh receives shadows from other sources.  - **S-SHAD** = Receives shadow only from itself  - **\_SShad ("S-SHAD", Float)** : Controls the shadow the mesh casts on itself only.  **==Edge (Outline)==**  - **On** = Activates the contour  - **\_On ("On", Float)** : Controls whether the outline (border) is activated.  - **Color** = Outline color, including transparencies  - **\_OutlineColor ("Color", Color)** : Sets the color of the outline around the mesh.  - **Size** = Size/distance of the contour  - **\_EdgeSize ("Size", Float)** : Controls the thickness of the outline.  **==Texture/Memo==**  - **Texture** = Texture of the material  - **\_MainTex ("Texture", 2D)** : Main texture applied to the material.  - **Toon** = Complements the object's shading  - **\_ToonTex ("Toon", 2D)** : Toon texture, used for cartoon-style shading.  - **UV Layer** = UV layer to be used  - **\_UVLayer ("UV Layer", Float)** : Selects which UV layer will be applied to the texture.  - **SPH** = Artificial reflection to complement Specular  - **\_SphereCube ("SPH", CUBE)** : Cubic texture used for artificial reflections.  **==Effects==**  - **Disabled** = Does nothing  - **\_EFFECTS ("Effects", Float)** : Disables effects.  - **Multi-Sphere** = Multiplies a shiny sphere map (metallic reflection)  - **\_EFFECTS ("Effects", Float)** : Activates the effect of multiple glowing spheres.  - **Add-Sphere** = Creates a glowing sphere map (practical reflection)  - **\_EFFECTS ("Effects", Float)** : Activates the effect of adding glowing spheres.  - **Sub-Tex** = Adds an extra UV texture layer for more complex effects  - **\_EFFECTS ("Effects", Float)** : Switches from using the cubic texture to using a subtexture, applying it to another UV layer.  **==Custom Effects Settings==**  - **Specular Intensity** = Sets the intensity of the specular gloss  - **SpecularIntensity ("Specular Intensity", Range(0, 1))** : Intensity of the specular brightness.  - **SPH Opacity** = Sets the opacity of the Cubic Texture  - **SPHOpacity ("SPH Opacity", Range(0, 1))** : Opacity of the cubic texture.  - **Shadow Luminescence** = Shadow intensity  - **\_ShadowLum ("Shadow Luminescence", Range(0, 10))** : Luminescence of shadows.  - **HDR** = Makes the object glow in the dark  - **\_HDR ("HDR", Range(1, 1000))** : Controls HDR mapping.  - **Toon Tone** = Adjusts the tone of the Toon shadow  - **\_ToonTone ("Toon Tone", Vector)** : Defines the tone of the shading toon.  - **Multiple Lights** = Allows the object to receive multiple lights  - **\_MultipleLights ("Multiple Lights", Float)** : Enables or disables support for multiple lights.  - **Fog** = Turns fog on and off  - **\_Fog ("Fog", Float)** : Enables or disables fog support.  " **Surface Options"** and **"Advanced Options"** are Unity standards that require prior knowledge of their functionality. |
| **Known bugs**  **Decal not showing up in Build:** To resolve this, add the Decal module to all 'Universal Renderer Data' in your project.  **Distorted shadows when using Morph:** To resolve this, enable the 'Legacy Blend Shape Normals' option in the **.FBX** (or 3D model) when importing from Unity.  **Light passing through objects:** Add a 'Directional Light' with at least 0.001 Intensity to update the Dynamic Lightmap |

**Script Explanations**

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| **Free Camera** |
| This script defines a **`FreeCamera` class** in C# for use in a Unity project. It allows the camera to move freely in 3D space, responding to keyboard and mouse input. Below is a detailed explanation of the script:  **Class Declarations and Attributes**  **1. Dependencies and Initial Configurations** :    - **`RequireComponent(typeof(Camera))`** : Ensures that the object this script is attached to has a **`Camera` component** .  - **`AddComponentMenu("MMD Collection/Free Camera")`:** Adds this script to the components menu, under the specified path.  **2. Camera Configuration Variables:**    - **`movementSpeed`** : Default camera movement speed.  - **`fastMovementSpeed`** : Increased movement speed when fast mode is enabled.  - ` **sensitivity`** : Mouse sensitivity for rotation.  - **`zoomSensitivity`** and **`fastZoomSensitivity`** : Sensitivity for zoom (normal and fast).  **3. Key Settings:**    - Set keys to move the camera in different directions and switch modes.  **4. Axis Settings:**    - Sets the mouse axes for zoom and rotation.  **5. Private Variable:**    - **`looking`** : Indicates whether the camera is in observation mode (free rotation with the mouse).  **`Update` Method**  **6. Camera Movement:**    - Checks if fast mode is enabled and adjusts movement speed.  - Calculates the direction of movement based on the keys pressed.  - Updates the camera position.  **7. Camera Rotation:**    - Adjusts camera rotation based on mouse movement if observation mode is active.  **8. Camera Zoom:**    - Adjusts camera zoom based on mouse scrolling.  **9. Observation Mode:**    **Auxiliary Methods**  **10. `OnDisable` Method:**    - Ensures that watch mode is disabled when scripting is disabled.  **11. Methods for Starting and Stopping Observation Mode:**    - **`StartLooking`** : Activates looking mode, hiding and locking the cursor.  - ` **StopLooking`** : Disables looking mode, showing and releasing the cursor.  **Summary**  This script provides detailed and customizable control over camera movement and rotation in a 3D environment, using keyboard and mouse input. It allows for smooth and intuitive movement, similar to that of an FPS game, and includes functionality for accelerating movement and zooming, as well as switching between observation and normal movement modes. |

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| **Copy Animation** |
| This Unity script, called CopyAnimation, is a component responsible for copying rotations from a source bone set to a target bone set in real time. Below is a detailed explanation of each part of the script:  **Component and Variable Definitions**  **1. Imports and Class Attributes**    - **`using UnityEngine;`** : Imports the UnityEngine namespace, required to use Unity classes and methods.  - **`[AddComponentMenu("MMD Collection/Copy Animation")]`** : Adds this script to the Unity components menu under the "MMD Collection" category.  **2. Public and Private Variables**    - **`public bool update`** : Controls whether rotations should be updated or not.  - **`[SerializeField] private Transform[] copyBone`** : Array of source bones from which rotations will be copied.  - **`[SerializeField] private Transform[] pasteBone`** : Array of target bones where the rotations will be pasted.  **`LateUpdate` method**  **3. `LateUpdate` Method**    - **`if (!update) return;`** : If **`update`** is **`false`** , the method returns and does nothing.  **`copyBone`** and **`pasteBone`** arrays have the same length. If not, prints an error to the console and returns.  - Iterates through each pair of bones, copying the rotation from the source bone to the target bone.  **Final Considerations**  - This script is useful in animations, especially in rigging systems and skeletal animations, where the rotation of certain bones needs to be synchronized or limited.  - Using arrays for **`copyBone`** and **`pasteBone`** allows copying of multiple bones at once, ensuring that the skeletal hierarchy maintains correct rotations. |

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| **Draw Mesh Instanced** |
| This script is a Unity component that draws mesh instances using the graphics instancing technique.  **Imports and Class Declaration**    - The script starts by importing necessary namespaces: **`System.Collections.Generic`** for list manipulation and **`UnityEngine`** for Unity API access.  **`DrawMeshInstanced`** class inherits from **`MonoBehaviour`** , allowing it to be attached to a GameObject in Unity.  **`[AddComponentMenu("MMD Collection/Draw Mesh Instanced")]`** attribute adds this class to the component menu in the Unity editor.  **Configuration Variables**    - **`OnDrawSelected`** : If true, draws mesh instances only when the object is selected in the editor.  - **`reuseMaterials`** : If true, reuse materials for submeshes.  - **`drawMeshInstancedLists`** : A list of parameters to instantiate the meshes.  **`Update` Method**    - The **`Update` method** is called every frame. It calls the **`DrawMesh` method** to draw the mesh instances.  **`DrawMesh` Method**    - This method iterates through **`drawMeshInstancedLists`** .  - For each item in the list, check if the mesh and materials are valid.  - For each submesh ( **`subMesh`** ), select the appropriate material.  - If **`reuseMaterials`** is false and all materials have already been used, the iteration stops.  - Creates a transformation matrix and calls **`Graphics.DrawMeshInstanced`** to draw the mesh instance.  **`OnDrawGizmosSelected` method**    - This method is called when the object is selected in the Unity editor.  - If **`OnDrawSelected`** is true, calls **`DrawMesh`** .  - Draws green spheres at the object position and red spheres at the **`Transform` positions** of `drawMeshInstancedLists`.  **Class `DrawMeshInstancedList`**    - This class stores the parameters needed to instantiate a mesh.  - **`transform`** : Defines the position, rotation and scale of the instances.  - **`mesh`** : The mesh to be instantiated.  - **`materials`** : The materials applied to the instances. Materials must support the "Enable GPU Instancing" feature.  **Summary**  **`DrawMeshInstanced`** script allows you to draw multiple instances of a mesh with different materials and positions defined by transforms. It also provides the functionality to draw these instances only when the object is selected in the Unity editor. The **`DrawMeshInstancedList` helper class** makes it easy to configure these parameters in the editor. |

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| **Custom MMD Data** |
| **Overview**  It defines a **`ScriptableObject`** called **`CustomMMDData`** to store custom data related to MMD (MikuMikuDance), which is a popular 3D animation software in Japan.  **Code Details**  **Namespace and Libraries**    - **`using System.Collections.Generic;`** : Imports the library to use generic collections, such as lists.  - **`using UnityEngine;`** : Imports the Unity core library that contains essential functionality for game development.  **ScriptableObject Definition**    - **`public class CustomMMDData : ScriptableObject`** : Defines a class that inherits from **`ScriptableObject`** . **`ScriptableObject`** is a convenient way to store large sets of data that can be easily edited in the Unity editor and used in different parts of a game.  - **`[Header("MMD Material Settings")]`** : Adds a header in the Unity Inspector to better organize and identify fields.  - **`public bool showSystemsDefault;`** : A boolean field indicating whether to show more shader systems (system defaults).  - **`public List<MMDMaterialInfo> materialInfoList = new();`** : A list to store information about MMD materials. The list is initialized as a new empty list.  **Serializable Class**    - **`[System.Serializable]`** : Allows the class to be serializable, meaning its data can be displayed and edited in the Unity Inspector.  - **`public class MMDMaterialInfo`** : Defines a class to store information about a specific MMD material.  - **`public Material mmdMaterial;`** : Reference to a Unity material.  - **`public string materialNameJP;`** : Material name in Japanese.  - **`public string materialNameEN;`** : Material name in English.  - **`public string materialMeno;`** : Field for additional notes about the material.  **General Operation**  **1. CustomMMDData:**  - It is a **`ScriptableObject`** that stores a list of **`MMDMaterialInfo` objects** and a boolean flag ( **`showSystemsDefault`** ).  - Can be used to organize and manage MMD material data in Unity.  **2. MMDMaterialInfo:**  - Stores details about a specific material, including references to the material in Unity and its names in Japanese and English, as well as a field for notes.  **Usage in Unity**  - This **`ScriptableObject`** can be created and edited directly in the Unity editor, allowing easy management and organization of MMD material data.  - Developers can add, remove, and modify entries in the **`materialInfoList` list** via the Unity Inspector.  - The **`showSystemsDefault` flag** can be used to toggle specific display or behavior settings within the game or tool. |

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| **Custom MMD Data Utility Editor** |
| This C# script is used in the Unity Editor to manage assets of type **`CustomMMDData`** .  **Overview**  This script provides a static utility class called **`CustomMMDDataUtilityEditor`** , which includes methods for finding, creating, and managing **`CustomMMDData` assets** within the Unity Editor.  **Code Details**  **Namespace and Libraries**    - **`using System.Collections.Generic;`** : Imports the library to use generic collections, such as lists.  - **`using System.IO;`** : Imports input and output functionality, such as file and directory manipulation.  - **`using UnityEditor;`** : Imports Unity editor-specific functionality.  - **`using UnityEngine;`** : Imports the Unity core library.  **Utility Class**    - **`public static class CustomMMDDataUtilityEditor`** : Defines a static class for utility methods related to **`CustomMMDData`** .  - **`public static CustomMMDData GetOrCreateCustomMMDData()`** : Method that retrieves or creates a **`CustomMMDData` asset** .  existing **`CustomMMDData`** asset by calling **`FindCustomMMDData()`** .  - If it doesn't find one, create a new one by calling **`CreateCustomMMDData()`** .  **Method for Finding an Existing Asset**    - **`private static CustomMMDData FindCustomMMDData()`** : Method that finds an existing **`CustomMMDData` asset** in the project.  - Uses **`AssetDatabase.FindAssets`** to search for assets of type **`CustomMMDData`** .  - If found, load the first asset found using **`AssetDatabase.LoadAssetAtPath`** .  **Method for Creating a New Asset**    - **`private static CustomMMDData CreateCustomMMDData()`** : Method that creates a new **`CustomMMDData` asset** .  - Defines the path of the folder where the asset will be stored.  - Checks if the folder exists and if it does not exist, creates the folder.  - Generates a unique path to the asset and creates a new instance of ` **CustomMMDData`** .  - Creates the asset at the specified path, saves it and updates the asset database.  **Method for Removing Invalid Materials**    - **`public static void RemoveInvalidMaterials(CustomMMDData customMMDMaterialData)`** : Method that removes invalid materials from the **`CustomMMDData` asset** .  - Checks if the asset is null and exits the method if it is.  - Creates a new list to store valid materials.  - Iterates over each **`MMDMaterialInfo` in the `materialInfoList`** list and adds to the list of valid materials only if the material reference is not null.  - Replaces the **`materialInfoList` list** with the list of valid materials.  **General Operation**  **1. Creating or Retrieving `CustomMMDData`:**  **`GetOrCreateCustomMMDData`** method attempts to find an existing **`CustomMMDData`** asset .  - If not found, create a new asset.  **2. Find `CustomMMDData`:**  **`FindCustomMMDData`** method searches for assets of type **`CustomMMDData`** in the project.  - If found, load and return the first asset found.  **3. Create New `CustomMMDData`:**  **`CreateCustomMMDData`** method creates a new **`CustomMMDData` asset** in a specific folder.  - If the folder does not exist, create the folder and then create the asset.  **4. Remove Invalid Materials:**  **`RemoveInvalidMaterials`** method removes entries in the **`materialInfoList` list** that have null material references.  **`CustomMMDData`** assets are always valid and easily accessible within the Unity Editor, making it easier to manage MMD material data in your project. |

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| **Custom Inspector Utility Editor** |
| **Detailed Script Explanation**  This script is a custom extension for the Material Editor in Unity, providing advanced functionality for inspecting and modifying materials that use custom shaders. It extends the **`ShaderGUI` class** , allowing fine-grained control over various properties of shaders and materials directly in the editor.  **Class `CustomInspectorUtilityEditor`**  The **`CustomInspectorUtilityEditor` class** inherits from **`ShaderGUI`** and serves as the basis for creating custom shader inspectors. It provides several static functions and methods for dynamically and interactively loading, saving, and rendering material properties.  **Main Variables**  - **`private Material currentMaterial`** : Stores a reference to the material currently being inspected.  - **`private CustomMMDMaterialData customMMDMaterialData`** : An object that stores material-specific data, such as names and other metadata.  - **`private bool showSystemsDefault`** : A boolean that determines whether to display the system's default settings.  **`LoadData` method**  This method loads the existing data for the current material ( **`currentMaterial`** ) and stores it in the relevant variables. It checks whether the **`customMMDMaterialData` object** exists, and if so, loads information such as the Japanese and English names of the material ( **`materialNameJP`** , **`materialNameEN`** ), the description ( **`materialMemo`** ), and the setting about whether to display the system default values ( **`showSystemsDefault`** ).  **`SaveData` method**  This method saves the current material data. It uses the **`DetectChanges` method** to check if there have been any changes to the material data. If there are any changes, it updates the information and marks the object as "dirty" ( **`SetDirty`** ), indicating that there are changes to be saved. Finally, it persists these changes to the Unity asset system.  **`DetectChanges` method**  This method compares the current values of the material properties with the values previously stored in **`customMMDMaterialData`** . It returns **`true`** if there were changes and **`false`** otherwise, letting the system know when to save the changes.  **Rendering Methods**  These methods are responsible for rendering the various material properties in the Unity inspector. They allow the developer to view and modify specific shader attributes directly in the Unity interface.  - **`RenderSurfaceOptions`** : Render surface options, such as surface type, blending mode, culling, among others.  - **`RenderLightmapFlags`** : Render lightmap options, including realtime, baked, and emissive.  - **`RenderColorProperty`** : Renders a color property with an associated label.  - **`RenderSliderFloatProperty` : Renders a `float`** type property as a slider.  - **`RenderDoubleSidedToggle`** : Renders a toggle to define whether the rendering will be double-sided.  - **`RenderShaderPassToggle`** : Renders a toggle to enable or disable a specific shader **`pass` .**  - **`RenderKeywordToggle`** : Renders a toggle to enable or disable a specific **`keyword` .**  - **`RenderUIToggle`** : Renders a toggle for UI properties.  - **`RenderUIColorProperty`** : Renders a specific color property to UI.  - **`RenderFloatProperty` : Renders a `float`** type property with a label.  - **`RenderVector4Property`** : Renders a property of type **`Vector4`** .  - **`RenderDropdownProperty`** : Renders a dropdown property, checking if the options and values match. Otherwise, throws an exception.  - **`RenderTextureProperty` : Renders a texture-type property with a label and optionally displays the Tiling** and **Offset** fields .  - **`RenderCubemapProperty`** : Renders a cubemap type property with a label.  - **`RenderVector3Property`** : Renders a property of type **`Vector3`** , adjusting each component separately.  - **`RenderDepthWriteDropdown`** : Renders a dropdown for Depth Write options.  - **`RenderBlendingModeDropdown`** : Renders a dropdown for blending mode options, automatically updating the **`srcBlend`** and **`dstBlend` properties** based on the selection.  - **`RenderSurfaceTypeDropdown`** : Renders a dropdown for surface type options (opaque or transparent), setting the material render tags accordingly.  **Auxiliary Methods**  - **`IsToggleUIPropertyEnabled`** : Checks if a UI toggle property is enabled, based on the property's float value (1.0 = enabled).  - **`HasFloatPropertyValue`** : Checks whether a **`float` property** has a specific value by directly comparing the property's current value.  - **`CheckBlendingMode`** : Checks and adjusts the blending mode based on the current material properties. This function ensures that the blending properties are set correctly depending on the surface mode.  **Conclusion**  **`CustomInspectorUtilityEditor`** script provides a robust and intuitive interface for customizing and managing materials that utilize advanced shaders in Unity. It allows developers and artists to have detailed control over how materials are rendered, providing a rich and flexible editing experience directly in the Unity editor. It allows you to configure everything from simple properties like colors and textures to advanced options like blending and depth write. |

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| **MMD Material Custom Inspector (Amplify Shader Editor & Shader Graph)** |
| **Detailed Explanation of Scripts**  The two classes, **`MMDMaterialCustomInspector\_AmplifyShaderEditor`** and **`MMDMaterialCustomInspector\_ShaderGraph`** , are custom inspector scripts for MikuMikuDance (MMD) materials in Unity, using the Amplify Shader Editor. It extends the Unity Editor interface, allowing users to manipulate specific properties of MMD materials with ease, offering both default and custom options.  **Main Features:**  **1. Control Variables:**  - Stores material names in Japanese and English, plus a memo field for notes.  - The **`showSystemsDefault` variable** controls whether to display the custom inspector or the default Unity inspector.  - **`customMMDMaterialData`** is used to store and manage MMD material specific data.  **2. `OnGUI` Method:**  - Initializes the material inspector ( **`materialInspector`** ), material properties ( **`materialProperties`** ), and the current material being edited ( **`currentMaterial`** ).  - Provides a toggle option to show or hide Unity's default inspector.  - Loads the custom MMD material data if it is not already loaded.  - If **`showSystemsDefault`** is disabled, render the custom inspector, otherwise render the default Unity inspector.  - Automatically saves changes made to MMD material data.  **3. `RenderCustomMaterialInspector` method:**  - Provides detailed controls for adjusting MMD material properties, including:  - Material names (in Japanese and English).  - Color properties like **`Diffuse`** , **`Specular`** and **`Ambient`** .  - Opacity and reflection settings.  - Advanced rendering options (like dual faces, shadow shader, shadow reception).  - Border (outline) settings, including size and color.  - Texture settings (main, toon and spherical effects like **`SPH`** ).  - A memo field for notes or additional information.  - Custom effects adjustments, such as specular intensity, shadow opacity, HDR, among others.  - Advanced options including render queue, GPU instancing, and dual-face global illumination.  Both scripts use the custom utility **`CustomMMDDataUtilityEditor`** to load, save, and render custom MMD material properties and data. This utility is essential for keeping the code organized and reusable, and for making it easier to add new functionality in the future.  There is also a variant of the script called **`MMDTessellationMaterialCustomInspector`** to add **`Edge Length`** , **`Phong Tess Strength`** and **`Extrusion Amount`** which are fusions of Tessellation which is a technique used in shaders to subdivide polygons of a mesh into smaller triangles at runtime. This allows you to add more geometric detail to objects. |

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| **Create Prefab From Model** |
| This script is a custom tool for the Unity Editor, designed to create prefabs from selected models. Let's break down each part of the script:  **Imports and Initial Settings**    These lines import the necessary namespaces:  - **`UnityEngine`** : To access the main functionalities of Unity.  - **`UnityEditor`** : To create custom tools within the Unity Editor.  - **`System.Collections.Generic`** : To use generic lists.  - **`System.IO`** : For manipulating file and directory paths.  **Main Class**    Defines a class called **`CreatePrefabFromModel`** , which inherits from **`EditorWindow`** , allowing you to create custom windows in the Unity Editor.  **Static Method for Creating Prefabs**    This method creates a menu entry in the Unity Editor under "Assets/MMD Collection/Create Prefabs From Selected Model". When this entry is clicked, the **`CreatePrefabsFromModel` method** is executed.  **Object Selection and Validation**    - **`Selection.objects`** : Gets the selected objects in the Unity Editor.  - **`List<GameObject> models`** : List to store valid models.  - Iterates through the selected objects:  - Checks if the object is a **`GameObject`** and if it is a model ( **`PrefabAssetType.Model`** ).  - Gets the asset path and loads the model.  - Adds the model to the list of valid models if loaded successfully.  - Display a warning if no valid model is found.  **Converting Models to Prefabs**    **`ModelConverter`** method .  **`ModelConverter` method**    - Creates a list to store created objects.  **SkinnedMeshRenderer`** and **`MeshFilter`** components from the model.  - If there are no valid components, display an error and return.  - Converts the **`SkinnedMeshRenderer`** and **`MeshFilter`** into separate objects.  - If valid objects are created, call the **`CreatePrefab` method** .  **Converting `SkinnedMeshRenderer` and `MeshFilter`**    - **`SkinnedMeshRendererConverter` : Converts `SkinnedMeshRenderer`** components into new objects.  - **`MeshFilterConverter`** : Converts **`MeshFilter` components** into new objects, checking if they have a **`MeshRenderer`** .  **GameObject Creation with Mesh and Materials**    Creates a new **`GameObject`** with **`MeshFilter`** and **`MeshRenderer` components** , assigning it the provided mesh and materials.  **Prefab Creation**    - Checks if there are valid objects to create the prefab.  - If there is only one object, use it directly; otherwise, create a new **`GameObject`** to group all created objects.  - Gets the model directory path and builds the prefab path.  - Try to save the created object as a prefab.  - Displays log messages for success or error in prefab creation.  - Destroys the created object after saving the prefab to avoid residue in the scene.  **Summary**  This script automates the process of creating prefabs from selected 3D models in the Unity Editor. It validates the models, converts mesh components into separate objects, and saves these objects as prefabs. |

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| **Paste As Child Multiple** |
| This script is a custom editor for Unity that adds the functionality to paste multiple instances of a prefab or selected object as children of selected objects in the hierarchy. I will explain each part of the script in detail:  **Imports and Declarations**    These are the required namespaces:  - **`UnityEngine`** and **`UnityEditor`** are essential for any script that interacts with Unity and its editor.  - **`System.Collections.Generic`** and **`System`** provide basic data structures and functions.  **Main Class**    - **`PasteAsChildMultiple`** inherits from **`EditorWindow`** , allowing you to create a custom window in the Unity editor.  - **`objectToCopy`** stores the object to be copied.  - **`enumerate`** defines whether new objects will be given enumerated names.  - **`newObjects`** maintains a list of newly created objects.  **Window Initialization**    - **`MenuItem`** defines where the new menu option will be displayed in the Unity editor.  - **`Init`** creates and displays the custom window with fixed title and dimensions.  **Window Layout**    - **`OnGUI`** defines the graphical interface of the window.  - Creates a title with bold style.  - Field to select the object to be copied.  - Toggle to define whether new objects will have enumerated names.  - "Paste As Child" button, which calls the **`PasteAsChild` method** when pressed.  **Method to Paste the Object**    - **`PasteAsChild`** is the main method that deals with pasting objects.  - Checks if there are selected objects and an object to be copied.  - Iterates over the selected objects, instantiating the prefab and setting it as a child of each selected object.  - Sets the name of the new object if **`enumerate`** is enabled.  - Records the undo operation for each new object created.  - Expands the hierarchy to show new children.  - Select the new objects and close the window.  **Method for Expanding the Hierarchy**    - **`ExpandHierarchy`** uses reflection to access and invoke methods of **`SceneHierarchyWindow`** , expanding the hierarchy to show the new objects.  **Final Considerations**  This script provides a useful tool for duplicating and organizing objects in the Unity hierarchy, making the development and prototyping process easier. The interface is simple yet functional, allowing developers to quickly instantiate multiple objects and configure their properties efficiently. |

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| **Material Property Cleaner** |
| This script is a Unity editor that cleans up invalid properties of selected materials. I will explain each part in detail.  **Imports**    These are the imported namespaces:  - **`UnityEngine`** : The main Unity library.  - **`UnityEditor`** : Provides Unity-specific editor functionality.  - **`System.Collections.Generic`** : Allows the use of generic collections such as **`HashSet`** and **`List`** .  **Class Declaration**    **`MaterialPropertyCleaner`** is a public class that inherits from **`MonoBehaviour`** , but in this context, it is primarily used to access editor functionality.  **Menu Item and Main Method**    This attribute adds a menu item in the Unity editor. When clicked, it calls the **`CleanMaterialProperties` method** .  **Confirmation Window**    Shows a confirmation dialog to the user. If the user clicks "No", the method exits.  **Loop for Selected Objects**    For each object selected in the editor:  - Checks if the object is a **`Material`** .  - Gets the material's shader, and if there is no shader, logs an error and continues to the next object.  **Valid Shader Properties**    Creates a set of valid properties by iterating through the shader's properties and adding their names to the **`validProperties` set** .  **Saved Material Properties**    Gets a serialized material object and accesses the saved properties.  **Removing Invalid Properties**    **`RemoveInvalidProperties`** method for different types of properties ( **`m\_TexEnvs`** , **`m\_Ints`** , **`m\_Floats`** , **`m\_Colors`** ) and applies the modifications.  **Verification of Non-Material Objects**    If the selected object is not a material, log a warning.  **Invalid Property Removal Method**    This method removes invalid properties:  - Iterate through the properties from back to front.  - If the property is not in **`validProperties`** , it is removed.  **Summary**  This script clears invalid properties from selected materials in the Unity Editor, ensuring that only valid properties set by the material's shader are retained. This helps avoid redundant or invalid data in materials, potentially improving performance and organization of Unity projects. |

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| **Material Shader Converter** |
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| **Manage Objects** |
| This script is a custom editor for Unity. The script aims to manage the visibility of a list of GameObjects in the Unity editor. I will divide the explanation into two parts: the main script ( **`ManageObjects`** ) and the custom editor ( **`ManageObjectsEditor`** ).  **Main Script: `ManageObjects`**  **`ManageObjects`** script is a MonoBehaviour component that can be added to a GameObject in the scene. It provides functionality for managing the visibility of a list of GameObjects.  **1. Definitions and Variables**  - **`public ManageObjectsList[] manageObjects`** : An array of **`ManageObjectsList`** , which is a serializable class (defined at the end of the script). Each item in the array contains a reference to a GameObject and its visibility state.  - **`[HideInInspector] public bool state`** : Variable that controls the global visibility state for all objects in the list. If **`true`** , all objects are visible; if **`false`** , all are invisible.  - **`[HideInInspector] public bool hide`** : Variable that controls whether objects will be hidden in the inspector.  - **`[HideInInspector] public bool hideInspector`** : Variable that controls whether the component's default inspector will be hidden.  **2. Methods**  - **`public void Toggle(int i)`** : Toggles the visibility of the GameObject at position **`i` in the `manageObjects`** array . The method registers the action to enable undo and changes the activation state of the GameObject.  - **`public void ToggleAll()`** : Toggles the visibility of all GameObjects in the list, according to the global state **`state`** . Also registers the undo action and applies the state to all GameObjects.  - **`public void RemoveItem(int i)`** : Removes the GameObject at position **`i` from the `manageObjects`** array , recording the action to undo.  - ' **Conditional Destruction'** : Outside of development builds, the ' **ManageObjects** ' component is automatically destroyed in the Start() method to optimize performance in production builds.  **Custom Editor: `ManageObjectsEditor`**  ` **ManageObjectsEditor`** is a class that extends **`Editor`** and is responsible for creating a custom interface in the Unity inspector for the **`ManageObjects` component** .  **1. `OnInspectorGUI()` method**  This method is called to draw the custom inspector interface:  - **"Toggle All" button** : Toggles the visibility of all objects in the list and displays the global state.  - **`DrawObjectBox(script)`** : Draws an area where you can drag and drop GameObjects to add them to the list. The method handles drag and drop events and adds the objects to the array if they are not already present.  - **`EditorGUILayout.Toggle()`** : Adds toggles to hide objects and the default inspector.  - **`DrawDisplayButtons(script)`** : Draws buttons to toggle visibility and remove each GameObject from the list, if the objects are not hidden.  - **`DrawDefaultInspector()`** : Draws the component's default inspector if it is not hidden.  **2. Auxiliary Methods**  - **`DrawObjectBox(ManageObjects script)`** : Draws the drag and drop area for adding new GameObjects to the list. Checks for drag and drop events and adds the GameObjects to the **`manageObjects` array** if they are not already present.  - **`IsObjectInList(ManageObjects script, GameObject gameObject)`** : Checks if a GameObject is already in the **`manageObjects` list** .  - ` **DrawDisplayButtons(ManageObjects script)`** : Draws buttons to toggle visibility and remove objects from the list, and displays warning messages if there are no objects.  **Class `ManageObjectsList`**  - **`public GameObject gameObjects`** : Reference to the GameObject that will be managed.  - **`public bool objectState`** : Visibility state of the GameObject.  **Summary**  The script provides a handy way to manage the visibility of multiple GameObjects from a custom editor in Unity. The **`ManageObjects` component** manages the list of GameObjects and their visibility state, while the **`ManageObjectsEditor`** provides a user interface in the inspector to add, remove, and toggle the visibility of objects. In production builds, the component is automatically removed to avoid performance impact. |

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| **Find Missing Scripts** |
| **General Description**  The goal of this script is to find all GameObjects in the scene that have missing scripts and select them in the Unity editor. It adds a menu item to make it easier to perform this check.  **Script Structure**  **1. Namespace and Library Declarations**    - **`UnityEngine`** : Contains the Unity API for manipulating game objects.  - **`UnityEditor`** : Provides classes and functions for creating custom tools in the Unity Editor.  - **`System.Collections.Generic`** : Includes generic collection classes like **`List`** .  - **`System.Linq`** : Provides query functions for collections, such as **`Any`** .  **2. Class `FindMissingScripts`**    - ` **public class FindMissingScripts : MonoBehaviour`** : Defines a public class that inherits from **`MonoBehaviour`** . This class will be attached to a GameObject as a component.  **3. `FindAllMissingScripts` Method**    - **`[MenuItem("GameObject/MMD Collection/Find Missing Scripts")]`** : Adds a menu item in the Unity Editor under **`GameObject -> MMD Collection -> Find Missing Scripts`** . This attribute causes the **`FindAllMissingScripts` method** to be executed when the menu item is selected.  - **`private static void FindAllMissingScripts()`** : Defines a private static method that finds all GameObjects with missing scripts.  **4. List of GameObjects with Missing Scripts**    - **`List<GameObject> objectsWithMissingScripts = new();`** : Creates a list to store the GameObjects that have missing scripts.  **5. Find All GameObjects**    - ` **GameObject[] allObjects = Resources.FindObjectsOfTypeAll<GameObject>();`** : Gets all GameObjects in the project, including those that are not loaded in the current scene.  **6. Iterate Over All GameObjects**    - **`foreach (GameObject obj in allObjects)`** : Iterates over all GameObjects found.  - **`if (!obj.scene.IsValid() || !obj.scene.isLoaded || (obj.hideFlags & (HideFlags.NotEditable | HideFlags.HideAndDontSave)) != 0)`** : Checks if the object belongs to a valid scene, if the scene is loaded, and if the object is not marked as uneditable or unsaveable. If any of these conditions are true, the object is ignored ( **`continue`** ).  - **`Component[] components = obj.GetComponents<Component>();`** : Gets all components attached to the current GameObject.  - **`if (components == null) continue;`** : Skip to the next object if there are no components (which shouldn't happen, but is a safety check).  - **`if (components.Any(component => component == null))`** : Checks if any of the components is null (indicating a missing script).  - **`objectsWithMissingScripts.Add(obj);`** : Adds the GameObject to the list if it has any missing scripts.  **7. Logging and Selecting Objects**    - **`Debug.Log($"Found {objectsWithMissingScripts.Count} objects with missing scripts.");`** : Displays a message in the Unity console with the number of objects found with missing scripts.  - **`Selection.objects = objectsWithMissingScripts.ToArray();`** : Selects objects with missing scripts in the Unity Editor, making them easier to find and fix.  **Conclusion**  This script is useful for developers who need to ensure that there are no missing scripts on GameObjects in the scene, which could cause errors or unexpected behavior. By adding a menu item in the editor, it makes the checking process quick and accessible. |

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| **Shader Keyword Checker** |
| This script was created to check global shader keywords on selected materials in the Unity Editor. It adds a new option in the Unity Editor Asset context menu, allowing users to trigger the check on selected materials.  **Variables and methods**  1. **MenuItem Attribute**  This attribute is used to create a new item in the Unity Editor menu. The menu path is **`"Assets/MMD Collection/Check Shader Keywords"`** , and it links to the **`CheckShaderKeywords` method** . When selected in the menu, the method is executed.  **2. CheckShaderKeywords Method**  This is the main method that is triggered when the user selects the menu item. Its main purpose is to iterate through all selected objects in the Unity Editor and check if each one is a material.  - **Selection.objects** : This is a Unity property that contains the list of objects selected in the editor. The method uses it to access these objects.  - **Material material** : The script checks if each selected object is a **`Material`** . If it is, the **`Shader`** associated with the material is retrieved.  - **shader** : This variable represents the shader associated with the material. If no shader is assigned to the material, an error message will be logged.  **`CheckGlobalShaderKeywords`** method to inspect the global shader keywords.  **3. CheckGlobalShaderKeywords Method**  This method takes a **`Shader` object** and checks its global shader keywords.  - **ShaderUtil** : Unity has an internal class called **`ShaderUtil`** that contains utilities for shader-related operations. However, this class is not publicly accessible.  - **Reflection (GetMethod)** : Since **`ShaderUtil`** is internal, the script uses reflection to access its hidden **`GetShaderGlobalKeywords` method** . Reflection allows you to access private or internal methods and properties in C#.  - **getKeywordsMethod** : This variable stores the result of calling the **`GetMethod` function** , which attempts to find the **`GetShaderGlobalKeywords` method** using its name and special binding flags ( **`Static`** and **`NonPublic`** ).  - If the method is found, it will be invoked to retrieve the global shader keywords, which are logged to the Unity console. If the method is not found, an error will be logged indicating the failure.  **Use**  1. Select materials in the Unity Editor.  2. Right-click on the selected assets and navigate to the **`"MMD Collection"` option under the `"Assets"`** menu .  3. Choose **`"Check Shader Keywords"`** .  4. The script will check if the selected assets are materials and retrieve the shader's global keywords. These keywords will be logged to the Unity console. |