

### Step 1:

請先到 <https://github.com/vrm-c/UniVRM/releases>，往下滑下載 UniVRM-0.61.1\_7c03.unitypackage，並 import 到你的 Unity 專案

Please go to : ( <https://github.com/vrm-c/UniVRM/releases> ) , download "UniVRM-0.61.1\_7c03.unitypackage" , and import it to your Unity project



### Note:

如果 import 後，Unity 沒有任何載入，請接著 Step2 步驟

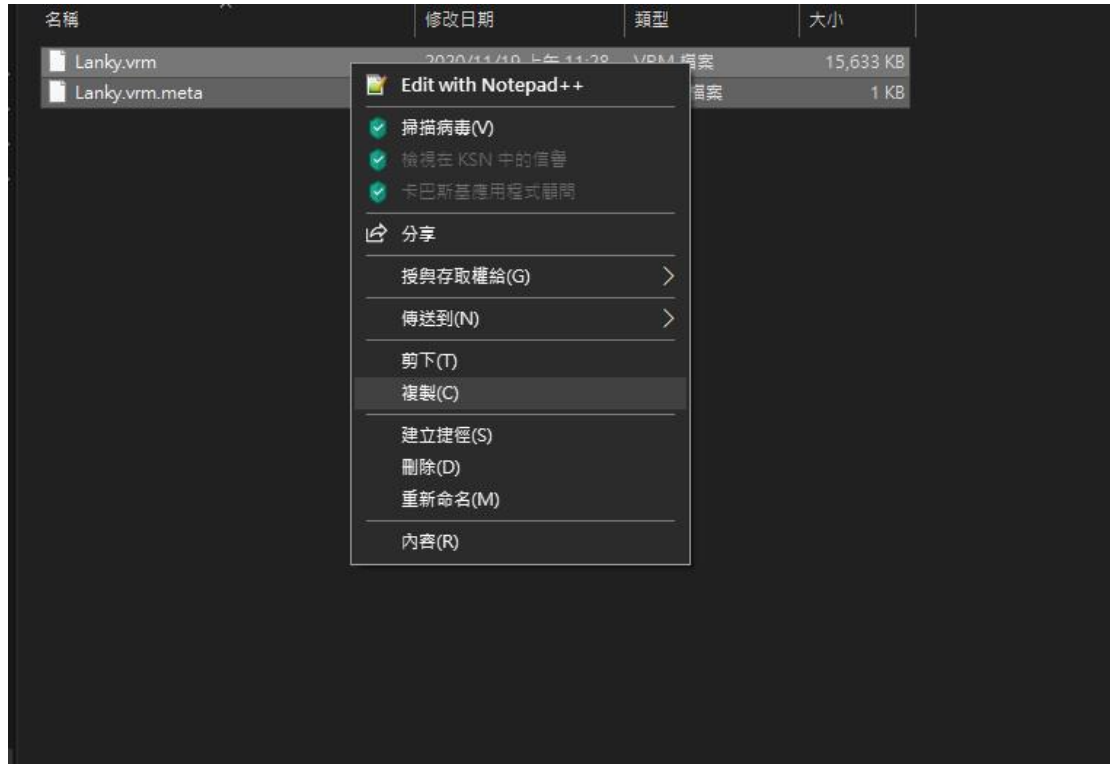
如果 import 後，有載入請直接跳到 Step3

If Unity does not load anything after importing, please follow Step2

If there is loading after import, please skip to Step3

### Step 2:

打開資料夾，尋找到 vrm 檔案後 > 將 vrm 刪除 (建議先備份) > 回到 Unity 確定檔案已經消失 > 去資源回收桶將剛才刪除的 vrm 還原 > 再次回到 Unity  
Open the folder and find the vrm file> delete vrm (backup is recommended)> return to Unity to make sure the file has disappeared> go to the recycle bin to restore the vrm that was just deleted> return to Unity again



### Step 3:

讓 Unity 自行運作一段時間後，會出現這些資料夾 (以 Lanky 做示範)

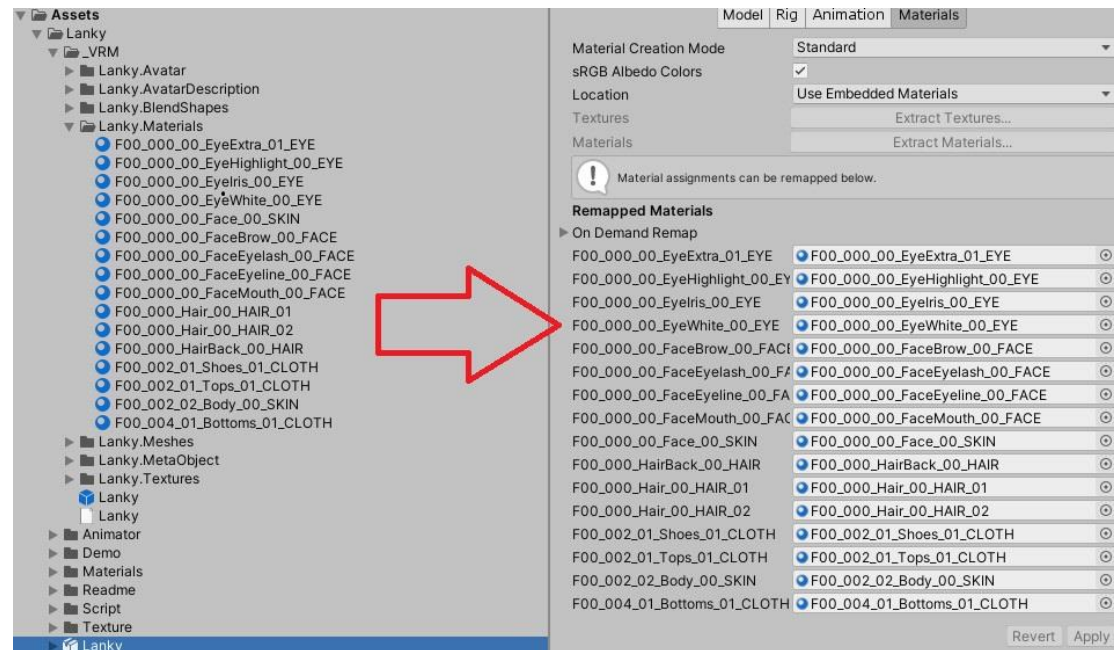
After letting Unity run by itself for a period of time, these folders will appear (using Lanky as an example)



#### Step 4:

接下來選擇你的 FBX 檔案，將 Lanky.Materials 裡的所有 materials 放入到右邊的欄位 (尋找同樣名字) 覆蓋，然後按下 Apply

Next select your FBX file, put all the materials in Lanky.Materials into the field on the right (look for the same name) to overwrite, and then press Apply



### Step 5:

查看一下你的 FBX 角色模組，若是變精緻了就代表成功套用了

Check your FBX character module, if it becomes more refined, it means it has been successfully applied

