1 MMD unit in real world units

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Knowing the real world equivalent of 1 unit can be useful when using 3D software, especially when converting models and animations from one software to another. Here are some examples:

3ds max 1 unit = 1 meter
Blender 1 unit = 1 meter
Bryce 1 unit = 8 feet
Cararra 1 unit = 1 inch
Cinema 4D 1 unit = 1 meter
DAZ Studio 1 unit = 1 centimeter
Hexagon 1 unit = 1 centimeter
Lightwave 1 unit = 1 meter
Maya 1 unit = 1 centimeter
Mirai 1 unit = 1 meter
Modo 1 unit = 1 meter
Poser 1 unit = 8 feet
Silo 1 unit = 10 centimeters
XSI 1 unit = 2.5 centimeters

MikuMikuDance. 1 MMD unit = 8 centimeters.
1 MMD unit = approximately 3 inches.

Hatsune Miku's official height is 158 centimeters (approximately 5 feet, 2 inches)
Miku's official model appears to be a little more than 20 MMD units tall.
But that includes her shoe heels and a bit of floating space above the ground.
When we correct for these she is almost exactly 19.75 MMD units tall, as expected.

(Each grid square that you see in MikuMikuDance is 5X5 units.)

If you desire to get accurate metric measurements with your imported models in Blender,
then change the scale value in the importer to 0.08.

For exporting realistic metric sized models for use in MMD, use a scale value of 12.5.