**Things to Learn:**

**Scope**

**Objectives:**

**Promote to:**

**Research**

**Credits**

* [1] Unity Hub: <https://unity.com/download>
* [2] Unity Archive: <https://unity.com/releases/editor/archive>
* [3] UniVRM: <https://github.com/vrm-c/UniVRM>
* [4] URP Shader: <https://github.com/simplestargame/SimpleURPToonLitOutlineExample>

# Things to Do

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# Intro

In this tutorial I’m going to show you how to export your VRoid model to Unity. For the sake of clarity, I will assume that you’ve never installed or opened Unity before, so I’m going to walk you through step by step.

*Subtitles are available in English! ←- Make this in a simple slide in and out notification*

# 1. VRoid Studio

**1.1**

To export our VRoid model as a VRM file in VRoid Studio, on the top right side of the window, click on this **Export icon** and choose **Export as VRM**. On this optimization window, click **Export**. Fill out the information for our model, scroll down, and click on Export. Then save the file wherever we want.

It’s very important to know that we can’t open this **VRM file** back in VRoid Studio to modify it. If we want to modify our model, we must open the **VROID** project file. This can easily be found in the VRoid Studio’s model selection screen by clicking on this icon on your model and choose **Open the Folder Location**. I highly recommend you to have a backup of these files.

# 2. Unity Hub and Installer

There are two terms we need to know before installing Unity: **Unity Hub** and **Unity Editor**. Unity Hub is a launcher for all Unity Editor versions. Unity Editor is the actual program we’re going to use to make games. Unity Hub is needed to run Unity Editor, so we want to install both.

**2.1 - 2.2**

First we want to go to the Unity website to download Unity Hub and install it.

**2.3**

This is the Unity Hub window. Normally we can install any version of Unity Editor from here. But I often find the download and installation in Unity Hub *very* slow. So we’re going to install our Editor separately.

Let’s take note of the latest stable version of Unity Editor available here. We don’t want to download the beta version.

**2.4 - 2.5**

Go to the second link in the description of this video. Let’s pick our Unity version, download it, and install it.

**2.6**

Now, we want to add this Editor version into Unity Hub. On the **Installs** tab, click on the **Locate button** and navigate to our Unity Editor exe files in our drive. Now, we should have our Editor listed herein this window.

# 3. Easy Mode

With Unity now properly installed, the fastest way to quickly install the plugins is to just download my project on GitHub as ZIP files. Assuming you have WinRAR installed, right click to extract the zip files, and open either 3D or URP project folder in Unity.

You can immediately skip to part 8 if you choose this method

But, just in case the project files are not updated with the current version, I will also show you how to install UniVRM plugins and URP Shaders.

# 4. Create Through Unity Hub

Just a heads up, I will occasionally switch between URP and 3D project in this video. You don’t need to worry if your folders look different. I will point out the folders that need to exist in every step.

**4.1**

First of all, we need to create our Unity project from scratch in the Unity Hub. We can either choose a standard 3D project or URP project, depending on your needs. Wait until the project has fully been loaded.

# 5. UniVRM

**5.1**

If you use the URP project, we’re going to download the latest version of the URP Shader plugin by going to this page and click this text under the **Releases** section. Click on the Unity Package file to download it. Take note of the UniVRM version listed here, it’s going to be important.

**5.2**

Next, let’s download the latest UniVRM plugin. Once again, click this text under the **Releases** section. Scroll down until we find these. You can either choose UniVRM plugin for models made by VRoid Studio version 1.0, or the older beta version.

For the URP project, if the UniVRM version doesn’t match with the Shader plugin earlier, click on the **Releases** section on top of the page and scroll down to find the matching version.

**5.3**

Back in Unity, we can install the UniVRM plugin by right clicking the Assets folder, choose **Import Package**, and click **Custom Package**. Then choose our UniVRM file we downloaded earlier. On this new window, select **All** and click **Import**.

We can verify the UniVRM plugin installation is successful if we have UniGLTF and VRM1 menu on top of the screen.

# 6. Gamma Color Space

**6.1**

For regular 3D projects, UniVRM will force us to switch to Linear Color Space from the default Gamma Color Space. We can’t close this box until we accept it. If you’re okay with this change, you can click on this button.

But in my opinion, Linear Color Space looks terrible for our VRoid model. Here is a way around it.

**6.2**

First, we want to find a script called **UnityColorSpaceSettingsValidator**, and open it in Visual Studio. Add these double forward slash to disable these lines and save the script. When we return to Unity, the box no longer forces us to change to Linear Color Space.

**6.3**

That being said, the lighting is a little bit off in this project. So, let’s open the Directional Light object, adjust its **Color** to pure white and set its **Intensity** to 0.6. You can modify it further if you want.

# 7. URP Shader

For the URP project, now it’s the time to install the URP Shader.

**7.1**

The steps to install the package are exactly like UniVRM: right click, install Custom Package.

**7.2**

Next, we want to replace the MaterialFactory script from the UniVRM with the MaterialFactory script of the URP Shader. This script is important in making the material of the VRoid models to be compatible with URP.

First, we want to type in MaterialFactory in the Project Window search bar. We will find two files. Hold Shift and click on both to highlight them, then clear the search bar. Now, we will immediately know where the two MaterialFactory scripts are located.

Let’s delete the one inside VRMShaders, and then drag the one from the SimpleStarGame folder to replace it. That’s it.

# 8. Importing VRM Model

And finally we’re ready to put our VRoid model into our Unity project. Drag in your VRM file into the Project Window, then click on it to open it in the Inspector Window.

Check on this check box and click apply. Suddenly, our VRM file turns into a 3D model. Now, we can drag this file to the Hierarchy Window to add it into our Scene Window.

And that’s pretty much it!

# 

# Closing

If this video helps you, then don’t forget to like and subscribe. Feel free to support me on Patreon and Ko-Fi so I can keep making these tutorials for everyone.

While you’re here, why not check out this video on how to Use Animations on your VRoid model in Unity? Or this one where you can make a Melee Combat system for your character?

Special thanks to Javi for being the first awesome Patron!

And with that, I think I’ll see you guys later, goodbye!