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# Features of 3D avatar files in VRM

- Includes information to reproduce the first person view for avatars used in VR
- All data, including textures and materials, can be handled in a single file.
- In addition to meta information such as title/author, avatar-specific license information such as "Who is allowed to play as this character?” can be included.

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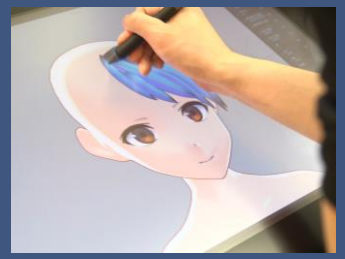
# The Vision of VRM

Create



Own


Multi-use

- Now that Virtual Beings traveling around the online world is becoming norm, the situation where their appearance is fixed to a platform is not favorable.
- We need to be able to carry an avatar across platforms.

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# Why We Need VRM?

Existing character models have diversity of structures. There's too much burden on the application side to accommodate them all.

- Facial animation
  - Blend shape (morph)
  - UV offset
  - Material switch
- Gaze animation
  - Eye bone
  - Blend shape (morph)
  - UV offset
- Default stance
  - A stance
  - T stance
- Local rotation
- Model scale
- Coordinate system
- Humanoid Rig

And more ...

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# Why We Need VRM?

By providing intermediate layers and constraints, VRM allows applications to manipulate models in a uniform manner

Application

Gaze control

Facial (Emotion)

VRM API

VRM LookAtHead

Humanoid Rig

Blend shape

Eye bone

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# VRM and VRM Consortium

To realize these visions, "VRM" avatar file format was published in April 2018

To promote VRM widely,
the "VRM Consortium" was established in
April 2019

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# VRM 1.0

- VRM 1.0 specification was released in September 2022.
- VRM 1.0 Specification
  - VRM Public License Document 1.0
  - Specification
    https://github.com/vrm-c/vrm-specification
  - VRM Specification is defined as an extension to glTF 2.0
    - In VRM 1.0, the definition is divided by the functions of the extension
- UniVRM corresponding to VRM 1.0 (Standard implementation)
  - UniVRM
    - https://github.com/vrm-c/UniVRM

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# The Current State of VRM 1.0