



Check Example VRM Scene

1. Find VRMMaterialImporter if you use UniVRM package Edit lines as follows.

```
// 1 select shader
 var shaderName = item.shader;
 var shaderName = "Shader Graphs/MToon";//item.shader;
 // 2 use geometry queue
 material.renderQueue = item.renderQueue;
 material.renderQueue = (int)UnityEngine.Rendering.RenderQueue.GeometryLast < item.renderQueue ? (int)UnityEng</pre>
Load Result in SimpleViewer scene of UniVRM Sample package.
```

You should learn about MToon (Japanese).

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