

VRChat SDK Guide



About VRChat

VRChat is a community-built Universe.

The platform hosts a massive global community of gamers, musicians, creators, artists, entertainers and more. Using the VRChat SDK, you can build and share your own worlds and avatars with the community.

This guide will help you to get started.

For the most up-to-date version of this documentation,
[Click Here](#)



Setting up the SDK



You can find the latest version of this guide here:
<https://docs.vrchat.com/docs/setting-up-the-sdk/>

VRChat frequently updates the SDK and Supported Unity Versions!
Please refer to the **above link** to ensure you're using the correct version!

Before starting, you'll need to have the **three** following things:

1

Unity Version: The VRChat SDK *only works with a specific version* of the Unity Editor. Please refer to latest version of this guide with the above link or your project may not function properly!

2

VRChat SDK: This Asset contains prefabs and components that require the VRChat SDK to function. **We update the SDK frequently!** Use the above guide link to download and import the latest version of the SDK into your Unity Project

3

VRChat Account: *You must have a VRChat account* (not a Steam, Unity, or Oculus account) to use the SDK. Your account must have upload privileges in order to publish your content.

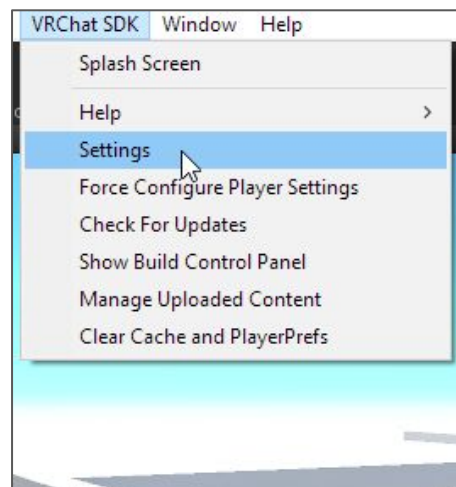
Register Here for Free: <https://vrchat.com/home/register>

Logging into the SDK

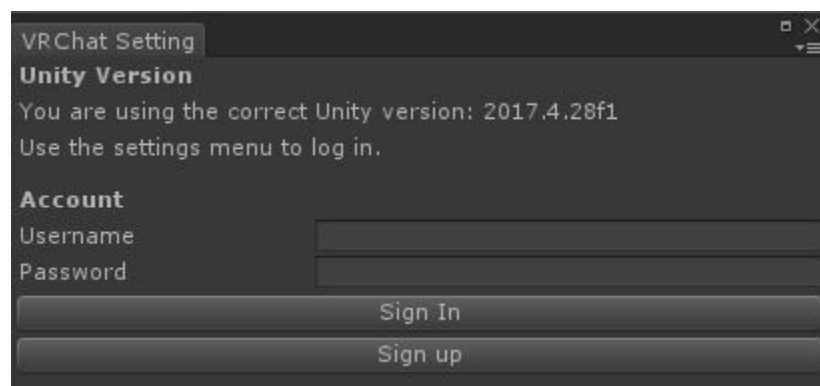


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Once you've imported the VRChat SDK into your Unity project, you will need to log in. Navigate to **VRChat SDK > Settings** to do so.



Enter your VRChat Username and Password and click **Sign In**.



Publishing to VRChat



Part 1

Publishing Content Guide

<https://docs.vrchat.com/docs/publishing-content>

This Quick Start guide will outline the steps to publish to VRChat: For a more in-depth walkthrough, **visit the links on the next page.** Please note that the publishing process is slightly different for **Avatars and Worlds**.

1. **Make sure you're logged in to the VRChat SDK:** VRChat SDK > Settings.
2. Ensure that you've added either the **VRC_Scene Descriptor** (for Worlds: add somewhere in your scene hierarchy) or the **VRC_Avatar Descriptor** (for Avatars: add to the root object of your avatar)
3. **Open the Build Panel** VRChat SDK > Show Build Control Panel.

Publishing a World:

1. Click **Setup Layers for VRChat**
2. Click **Setup Collision Layer Matrix for VRChat**
3. Click **Enable 3D spatialization on all 3D AudioSources in Scene Now**
4. Under the Publish Section: **Click New Build**
5. **Name and upload your world with the on-screen UI in the Game View**

Publishing an Avatar:

1. Configure the **VRC_Avatar Descriptor** component on the root object of your Avatar
2. Set your **View Position** (the avatar's Point of View)
3. Configure any additional elements
4. On the **Build Panel**: Click **Build and Publish**
5. **Name and upload your avatar with the on-screen UI in the Game View**

Publishing to VRChat



Part 2

Publishing Content Guide

<https://docs.vrchat.com/docs/publishing-content>

The below links will walk you through the process of setting up and publishing your content to the VRChat platform.

Avatars

VRChat Supports Full-body IK, facial blendshapes, and more. Please Refer to this guide for importing, configuring, and publishing your Avatar.

<https://docs.vrchat.com/docs/creating-your-first-avatar>

You must add the **VRC_Avatar Descriptor** component to the root of your avatar for it to be available in the Build Control Panel

Worlds

You can create and share your environments with the VRChat Universe. The SDK enables you to add interactive elements to your worlds. This guide will walk you through publishing your first VRChat world

<https://docs.vrchat.com/docs/creating-your-first-world>

You must add the **VRC_Scene Descriptor** component to your scene hierarchy (Located in VRCSDK > Prefabs > VRCWorld) for it to be available in the Build Control Panel

Support and FAQ



The Following resources will help you resolve issues you may encounter with the VRChat SDK.

SDK Troubleshooting:

<https://docs.vrchat.com/docs/sdk-troubleshooting>

Frequently Asked Questions:

<https://docs.vrchat.com/docs/frequently-asked-questions>

Help

<http://help.vrchat.com/home>

Feedback and Bug Reports

<http://feedback.vrchat.com>

VRChat Discord

<https://discordapp.com/invite/vrchat>

If you were unable to resolve your issue with the above links, email our support team.

Support Email

support@vrchat.com