# Article information:

Creating Your First World
<https://docs.vrchat.com/docs/creating-your-first-world>

# Article summary:

1. To create your first world in VRChat, you need to have a Unity project with the SDK set up and drag the VRCWorld prefab into your scene.

2. You can set up at least one spawn point for users to appear, and add additional ones by creating an empty GameObject and adding it to the spawns list in the VRC\_SceneDescriptor.

3. After setting up your scene and building your world, you can upload it to VRChat by entering details such as the world name, player capacity, and description, and confirming that you have the right to upload the content.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article provides a step-by-step guide on how to create a world in VRChat using Unity. It covers the necessary steps, such as setting up a scene, creating spawn points, and configuring the VRC\_SceneDescriptor. The article also includes information on building and uploading the world to VRChat.

However, the article lacks depth in some areas and could benefit from more detailed explanations. For example, it briefly mentions that players can spawn at the location of the VRCWorld object by default but does not explain how to change this behavior or why someone might want to do so.

Additionally, while the article notes that content warnings are deprecated and not used at this time, it does not provide any information on what types of content might violate VRChat's Community Guidelines or Terms of Service. This lack of clarity could potentially lead to users unknowingly uploading inappropriate content.

The article also appears to be biased towards promoting VRChat as a platform without fully exploring potential risks or drawbacks. While it briefly mentions that players cannot join an instance if it has reached its player capacity, it does not discuss other potential risks such as harassment or inappropriate behavior within worlds.

Overall, while the article provides a useful guide for creating a world in VRChat, it could benefit from more thorough explanations and consideration of potential risks and drawbacks.

# Topics for further research:

* How to customize spawn points in VRChat Unity
* VRChat Community Guidelines and Terms of Service
* Best practices for creating safe and inclusive VRChat worlds
* How to moderate and manage player behavior in VRChat worlds
* VRChat instance capacity and player limits
* Potential risks and drawbacks of using VRChat as a platform

# Report location:

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