






















# Avatar

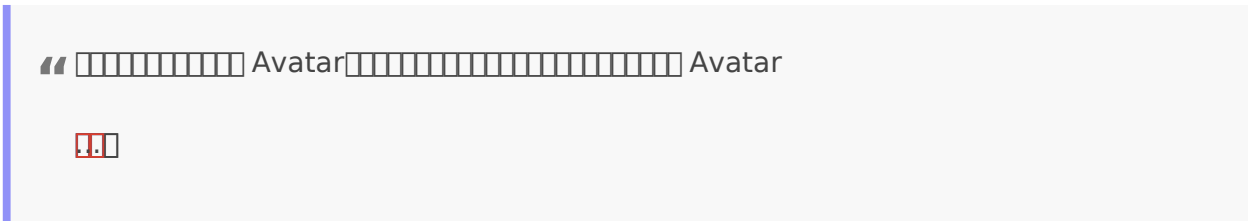
Avatar  Avatar 









-  K  LIII Works
-  /  / 
-  Avatar 
- 

- 
  - Unity 
  - 
  - 





## [ProSymbols Premium](#)

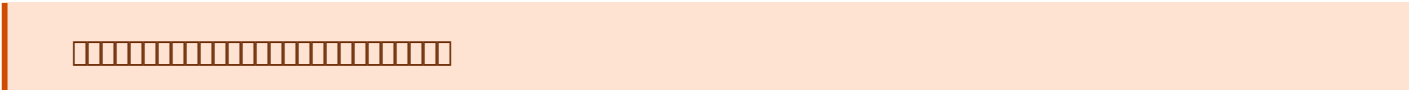
- 
- [-- !\[\]\(9b33568d5c136f08ca688ce48be37574\_img.jpg\) --](#)
-  Avatar 
-  Avatar 
-  Avatar 
- 
- 



- Unity Editor 
- Unity Editor 
- Unity Hierarchy 
-  Object
-  Prefab 
-  Boolean, Integer, Float 



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- 
- 
- 











 Avatar  Avatar 

 Avatar 

 Avatar 

 Avatar 


 Avatar  Avatar  Avatar 



 Avatar  Avatar 

 Avatar  Avatar 

 Avatar  Avatar 



# Avatar

Unity Editor Avatar

## Avatar

Avatar

- ;/
- Booth.pm :
- yep .\_.

unitypackage

- Maya\_Ver1.02.zip
  - Maya\_readme
  - PNG
  - PSD
  - UV
  - Maya.blend
  - Maya.fbx
  - Maya\_SDK3.0.unitypackage

- Maya\_SDK3.0.unitypackage



Maya\_Ver1.02.zip

Maya\_ver1.02.zip ;)

Maya\_Ver1.02.zip

- Maya\_Ver1.02.zip
  - Maya\_readme
  - PNG
  - PSD
  - UV
  - Maya.blend
  - Maya.fbx
  - Maya\_SDK3.0.unitypackage

Booth.pm Avatar

- [Maya\\_readme](#) Avatar  
◦ Avatar.etc
- [PNG](#) Avatar Texture.png  
◦ Avatar.;
- [PSD](#) Avatar Texture.psd  
◦ PSD [Adobe Photoshop](#)
- [UV](#) Avatar Mesh UV  
◦ UV
- [Maya.blend](#) Avatar Blender Project  
◦ Blend
- [Maya.fbx](#) Avatar  
◦ Avatar texture
- [Maya\\_SDK3.0.unitypackage](#) Avatar Upload Ready  
◦ ;)

[illegible]

# Avatar

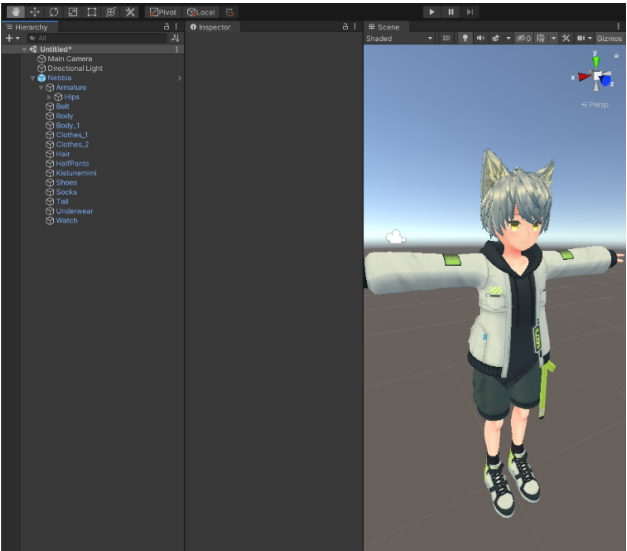
Avatar

SDK Avatar Avatar

- Maya\_SDK3.0.unitypackage

Avatar Avatar

- Nebbia\_ver1.00.unitypackage



unitypackage Project Avatar Prefab Avatar

Prefab FBX

Nebbia Scene

Avatar 

--	--	--	--	--

☐ Nebbia ☐☐☐☐☐ Avatar ☐☐☐☐☐

- **Nebbia**
  - Armature
    - Hips
      - ...
  - Belt
  - Body
  - ...
  - Watch

111

- Nebbia Avatar
- Avatar
- Armature Avatar
- Hips Avatar Hand Spine Head
- Mesh Mesh
- Belt, Body... Mesh
- Mesh ... etc

“ 406 ”

Avatar                               Avatar                               Avatar                              

**Armature**

Mesh Mesh Armature

Armature  Object  Object  Object

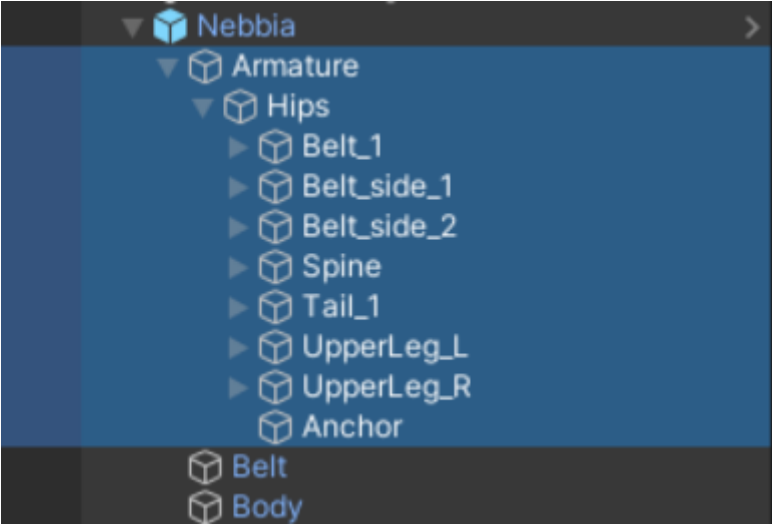
Armature Mesh Armature



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## Hips

*Nebbia*

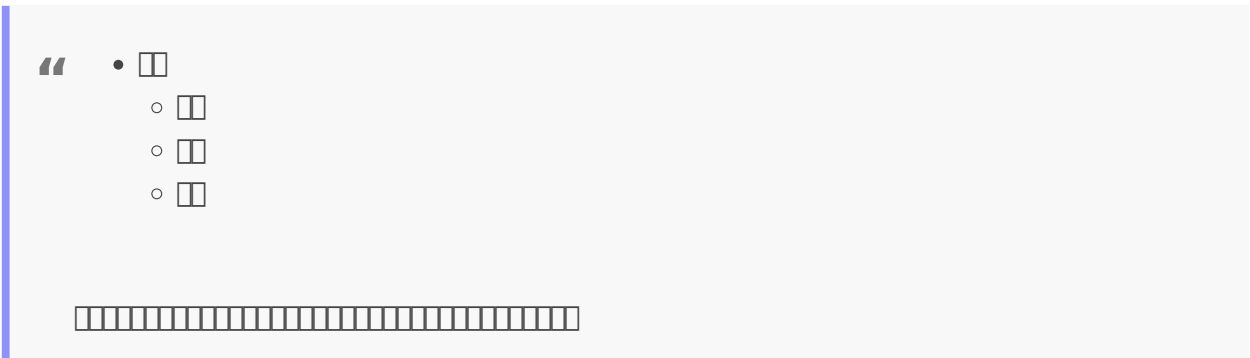


Avatar

[illegible]

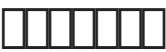
--	--	--	--	--	--	--	--

## Armature

[illegible]

VRCD





Avatar

Unity Avatar Avatar Avatar

- VRChat Avatar
  -
- Avatar Mapping
  - Unity FBX Object

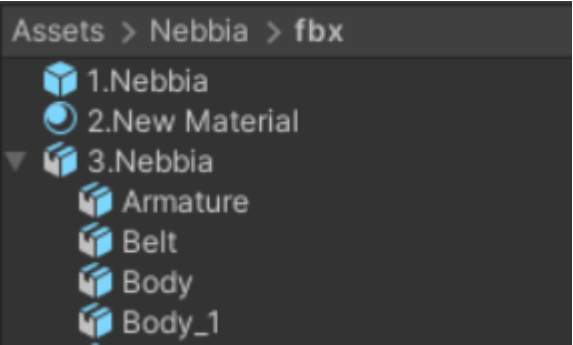
Avatar Upload Ready Avatar Avatar

Avatar Mapping Avatar Animator Component Avatar Avatar FBX Avatar

Avatar Unity

FBX Prefab

Asset Window



Asset Window

1.Prefab 2.Material 3.FBX FBX

- 1. Nebbia Prefab
- 2. New Material Material
- 3. Nebbia FBX

Prefab

FBX

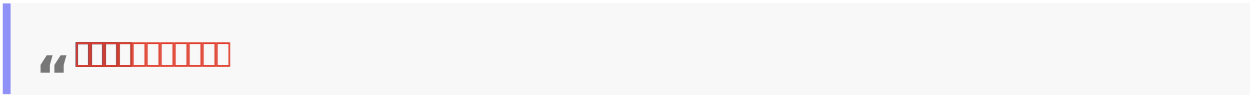
FBX

Bone, Mesh, Texture, Material...

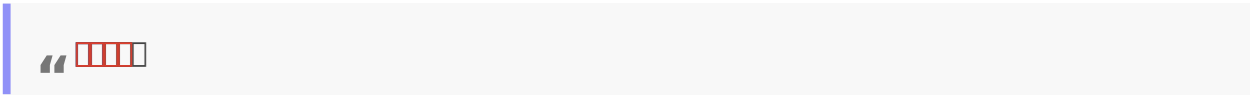
Material

Texture, Material, Shader Mesh

Asset Window



Unity



Mesh, Material, Texture, Shader

- Material
  -
- Texture
  -
- Shader
  -
- Mesh, 3D
  -

- Mesh
  - Material 1
    - Shader A
    - Texture X
    - Texture Y
    - ...
  - Material 2
    - Shader B
    - Texture M

- ● ● ●

- Mesh

Avatar

- Mesh  Mesh

☐ Avatar ☐ FBX ☐ Mesh ☐ Material ☐ Texture ☐ Unity Editor ☐ Unity Editor ☐

Photoshop 

# VRC Avatar Descriptor

**VRC Avatar Desciprtor** ☐ Unity ☐ Component ☐ Avatar ☒ Avatar ☐



Playable Layers


 Physbone Collider

Object VRC Avatar Descriptor Avatar VRC Avatar Descriptor



Inspector VRC Avatar Descriptor

VRC Avatar Descriptor

# Avatar

Avatar " "

But Why?

Avatar

Input -> Parameter --[Condition]--> State(Animation)

Avatar

Input -> Parameter --[Condition]--> State(Animation)

“ ”

“ ” cube\_IsOn = false ( )

cube\_IsOn = true

cube\_IsOn = false



```
//      Input -> Parameter --[Condition]--> State(Animation)

    > cube_IsOn --[true // false]--> (0//10)
```



```
// If (cube_IsOn = true){

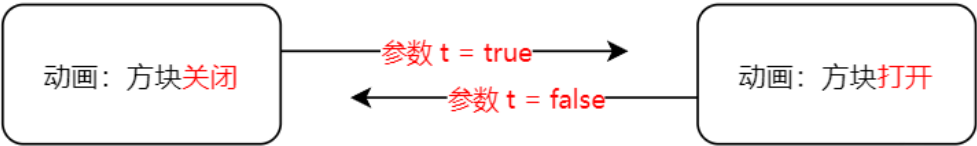
    ()//

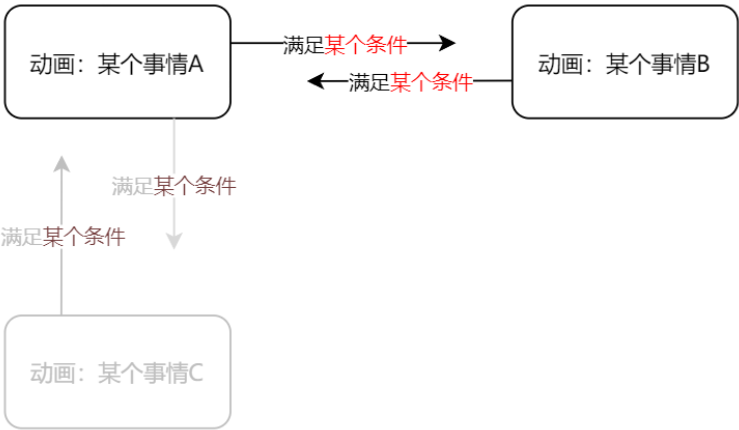
};

If (cube_IsOn = false){

    ()//

};
```





■■■■ A ■■

■■ **B** ■■■■

■■ **C** ■■■■

■ **C** ■■ **B** ■■■■■■■■■■

■ **C** ■■ **B** ■■ ■■ **C** ■■ ■■ **B** ■■■■■■ A ■■■■■■

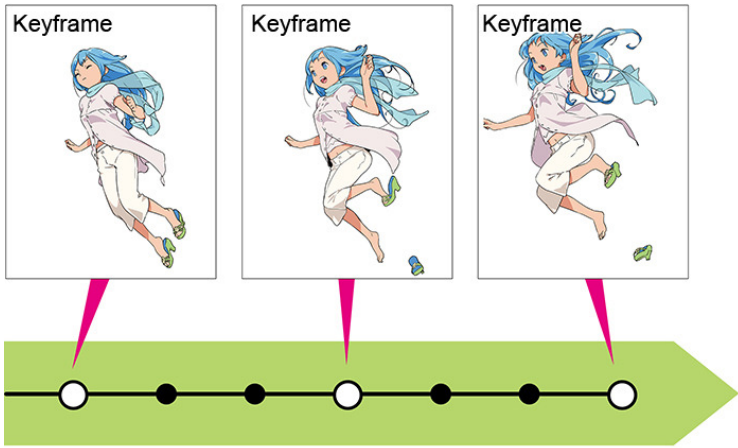
■■3■■2■■■ Avatai

■■■■■■■■■■■■■■■■ Unity ■■■■■■■■■■■■■■■■ Play Mode ■■■■

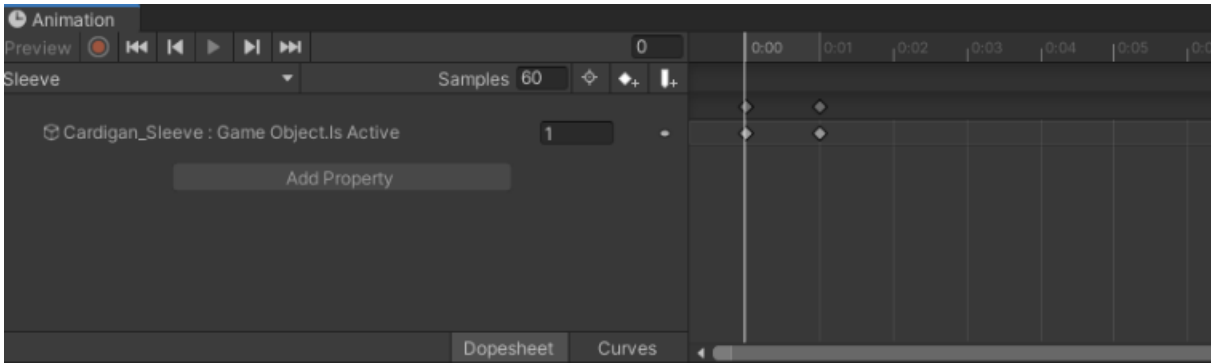


■ Unity ■■■■■■■■■■ ■■■ Unity ■■■■■ Keyframe ■■■■





Unity (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0) (0,0,0) (0,5,0)



Animation Window Sleeve Object (=1)

# Parameter

Parameter Avatar Avatar Parameter (true/false, 0/1, 2,3,4,5,6...) float (0.12, 0.531, 0.7442, 0.000, 1.000...)

Parameter Parameter Animator Controller Contact

Cardigan	Int	0
Hoodie	Int	0
Sleeve	Int	0
Sneaker	Int	0
Socks	Int	0
LeftEar_IsGrabbed	Bool	
RightEar_IsGrabbed	Bool	
AFK	Bool	

Parameters				
Add	Up	Down	Delete	
Name	Type	Default	Saved	Synced
Cardigan	Int	0	✓	✓
Hoodie	Int	0	✓	✓
Sleeve	Int	0	✓	✓
Sneaker	Int	0	✓	✓
Socks	Int	0	✓	✓

Animator Parameter VRC Expression Parameters Parameter

# Parameter

Parameter Animator Expression Parameters

- Animator Animator
- Expression Parameter Animator Expression Menu
- 

Parameter Animator Animator

“ A x (0, 5, 0)

VRChat Avatar

Avatar cube\_IsOn parameter true false

cube\_IsOn Animator

Parameter Expression Parameters Parameter Parameter

Avatar cube\_IsOn parameter true false

cube\_IsOn Animator

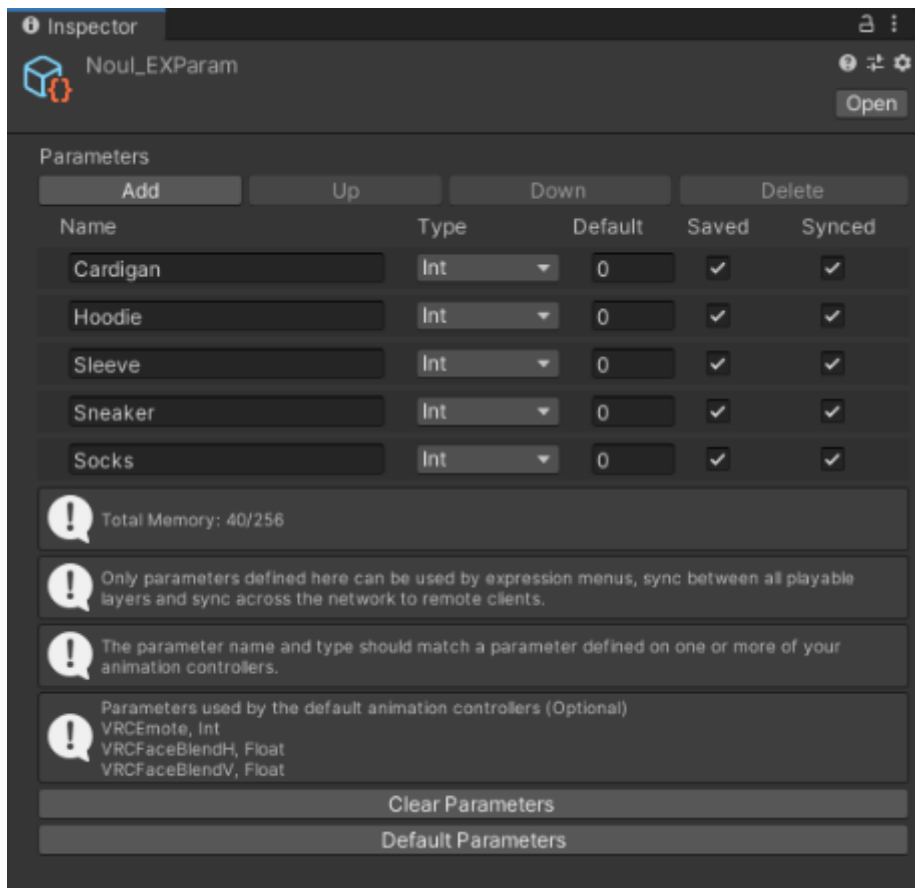
B B B

Parameter Expression Parameters Sync

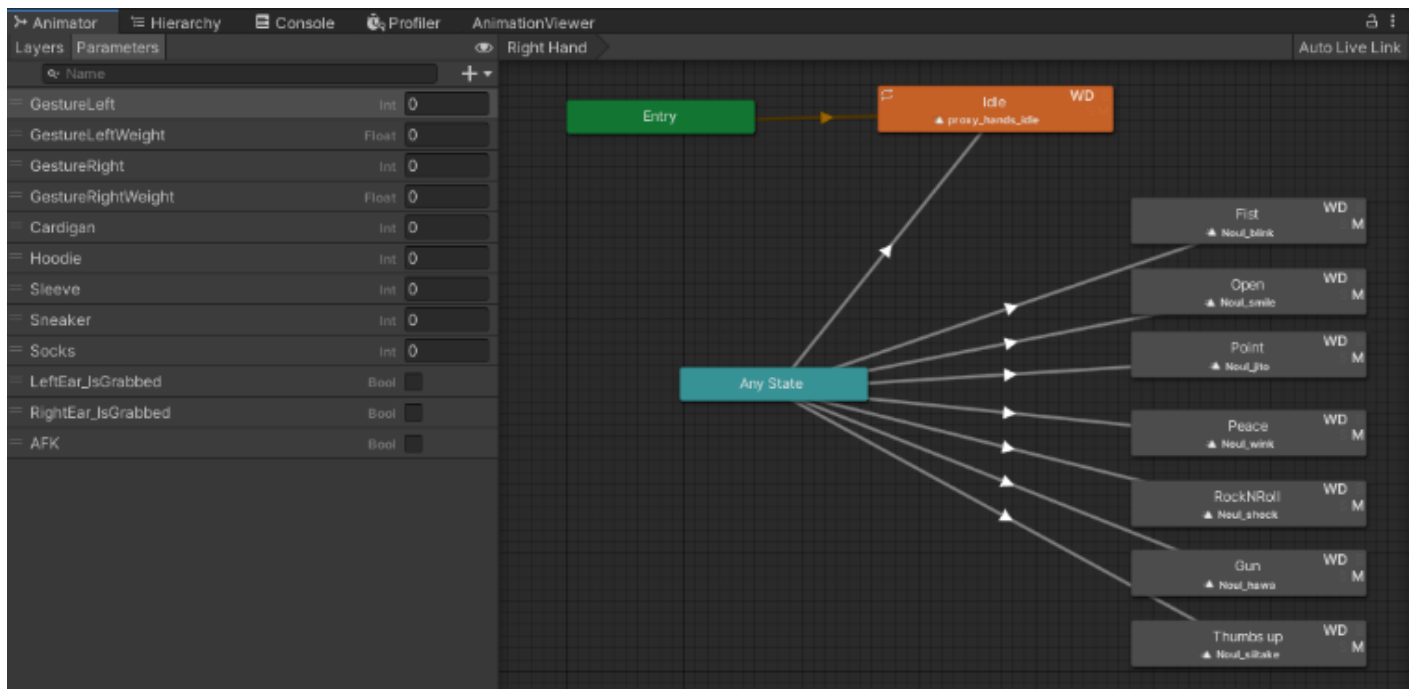
Parameter Animator Parameter Animator

Parameter Animator Expression Parameter Parameter



Parameter

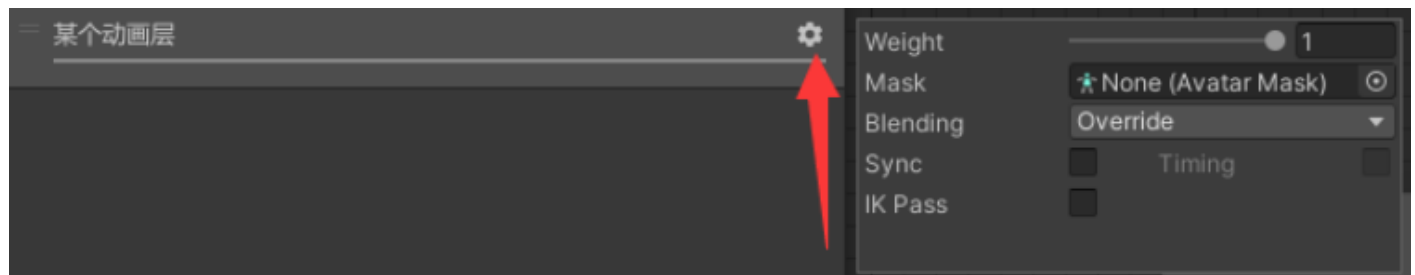


## VRC Expression Parameters













## AnimatorParameter

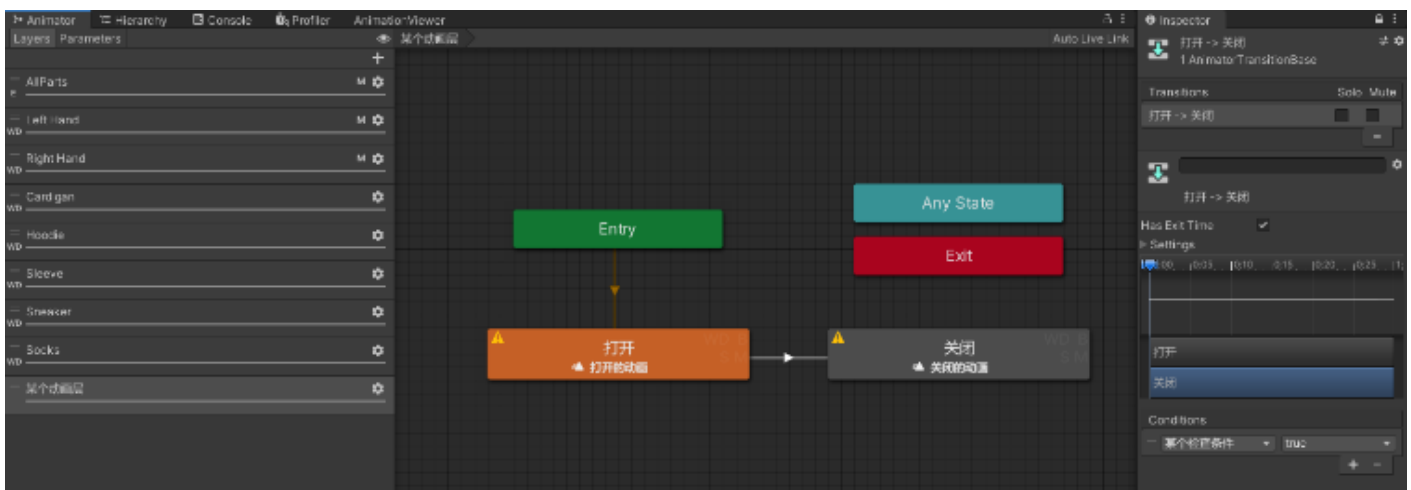
Animator  1 



Weight

Animator

- ☒   
☐   
☒   
☐   
☒   
☐   
☒   
☐   
☐   
☐ 



Animator

- 
- 

Parameter (Bool) `True` `False`

`True`

`False`

`True`



Animator[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]



Animator[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## Entry, Exit, Any State

Entry, Exit, Anystate, Animator [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## Exit

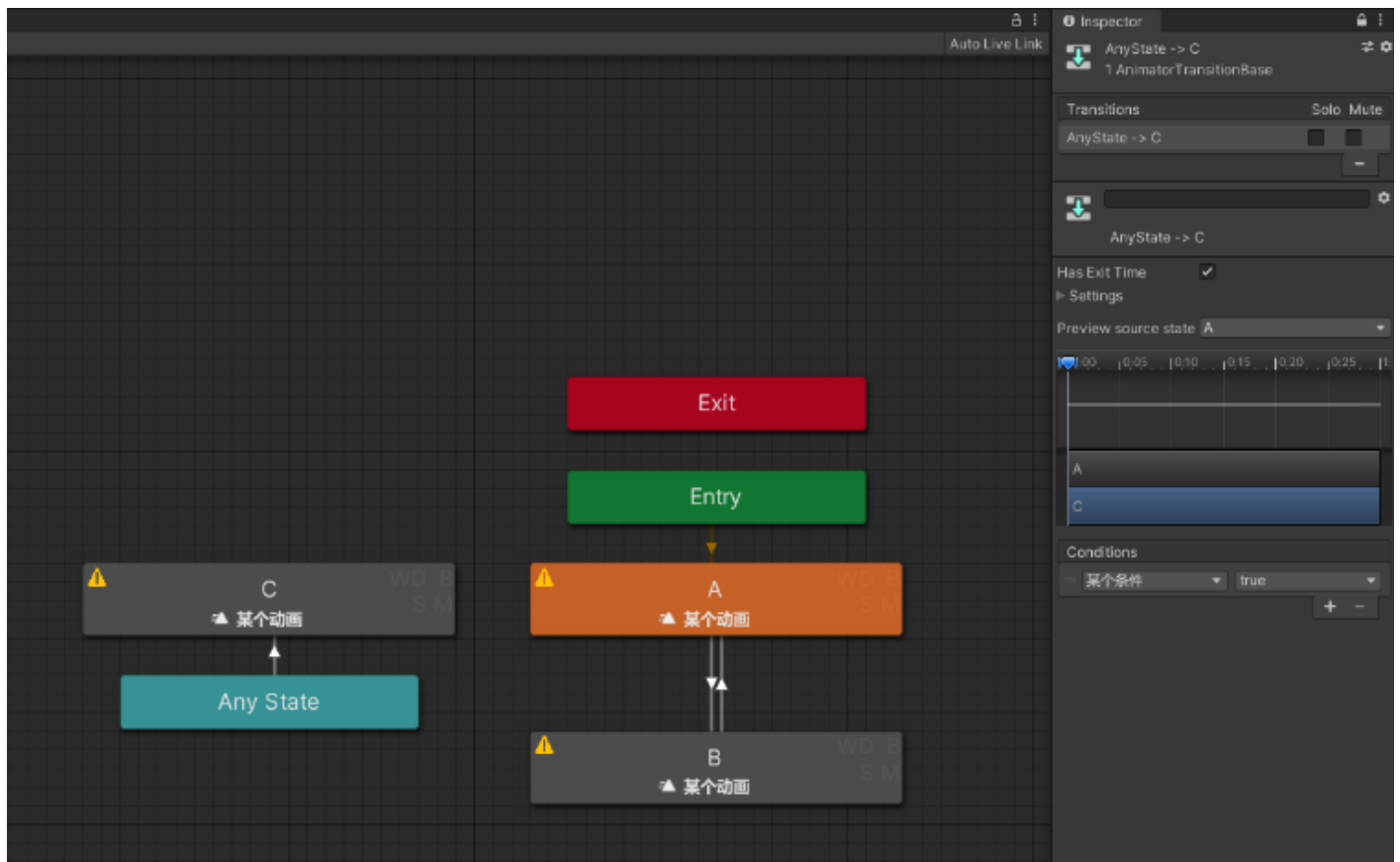
Exit [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] State [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## Entry

Entry Animator Avatar Exit

# Anystate

State transition graph State graph State



Animator ☐ ☐ ☐ ☐ ☐ ☐ Anystate ☐ ☐ ☐ ☐

```
CC AnystateA B AnystateA B C
```

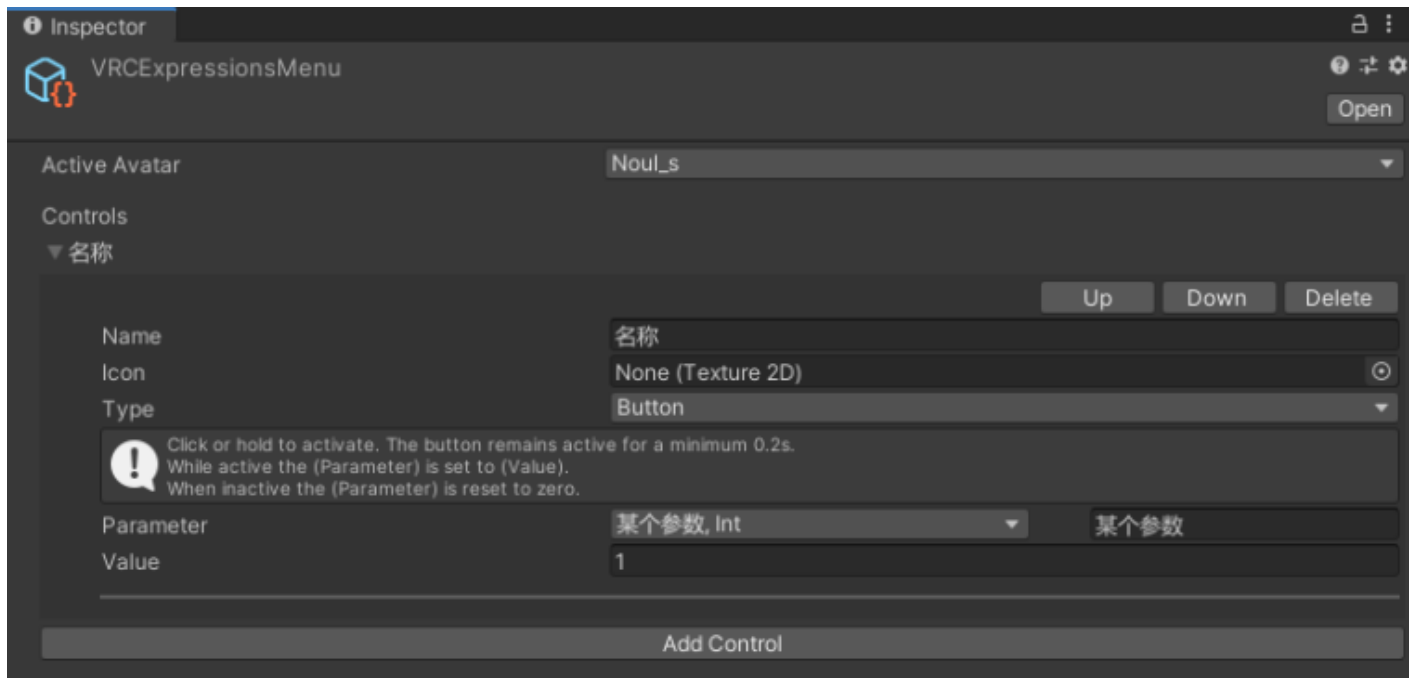
# VRC Expressions Menu

Parameter Expression Method Assistant Parameters Parameter

8 Parameters

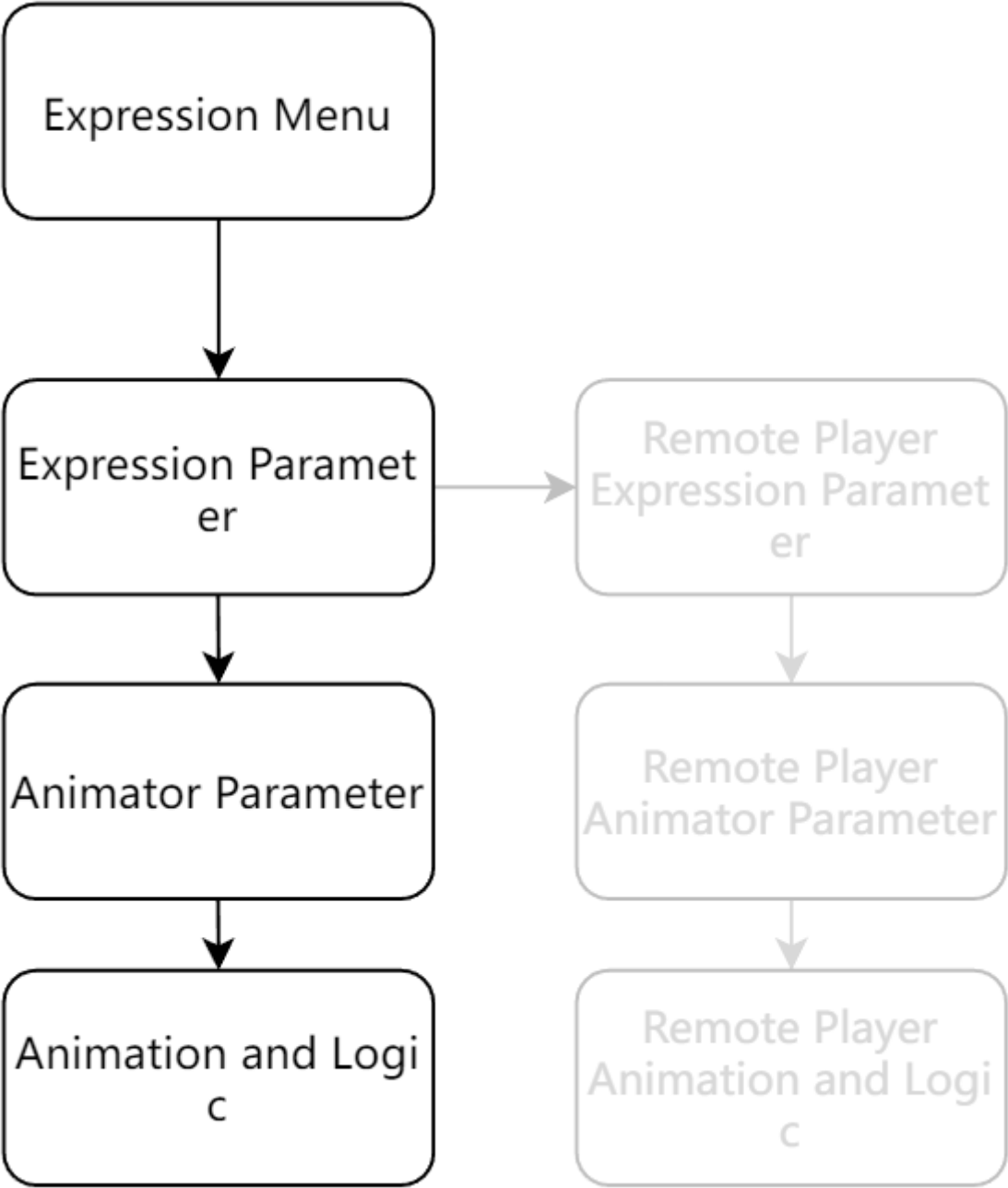


## Expression MenuExpression ParametersParameter



## VRC Expression Menu

Expression Menu



Expression Menu□□□□□□□□

[illegible]



□□	□□□□□□□□
□□□□□□□□	□□□□□□□□Unity□□□□Avatar □□ □□Modular Avatar □VRCFury
Avatar	□□□□
VRChat Creator Companion	VCC□□□
Armature	□□
Mesh	□□□
Texture	□□□□□□□□
Material	□□□□□□□□
Shader	□□□□
Animator	□□□□□□□□
Animation	□□
(Unity) Editor	Unity□Unity □□□□□□□□
(Unity) Project	□□□□□□□□
World	□□□
Prefab	□□□□□□□□
Hierarchy	□□□□□
Hips	□□□ □□□□□□□□□□

Upload Ready	<div><div></div><div></div></div>
VRChat	VRC
Object	<div></div>
Component	<div><div></div><div>Inspector</div><div></div></div>
Asset Window	<div><div></div><div>Project</div><div></div></div>
Inspector	<div></div>
Skinned Mesh	<div><div></div><div>Mesh</div></div>
liltoon	<div><div>Shader</div><div>Booth</div><div>Upload Ready</div><div>Avatar</div></div>
poiyoumi toon	<div><div>shader</div><div></div></div>
Renderer	<div><div></div><div>Mesh</div><div>Mesh</div><div>Skinned Mesh</div></div>
VRC Avatar Descriptor	Avatar
Playable Layers	VRC Avatar DescriptorAvatar5Animator
Physbone Collider	<div><div></div><div>Physbone</div><div>Component</div></div>
Physbone	<div><div></div><div>VRChat Avatar Dyn</div></div>
Parameter	<div></div>
Expression Parameters	<div></div>

