

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//1)
```



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

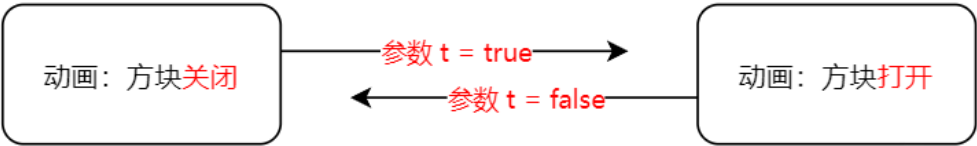
  (0//1)

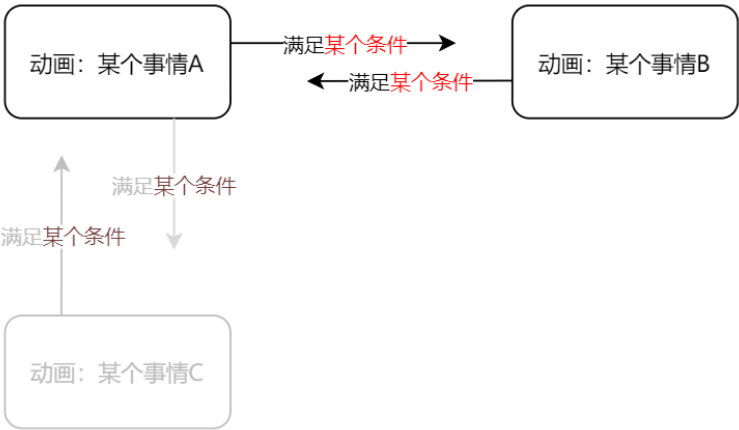
};

If (cube_IsOn = false){

  (0//1)

};
```





■■■■ A ■■

■■ **B** ■■■■

■■ **C** ■■■■

■ **C** ■■ **B** ■■■■■■■■■■

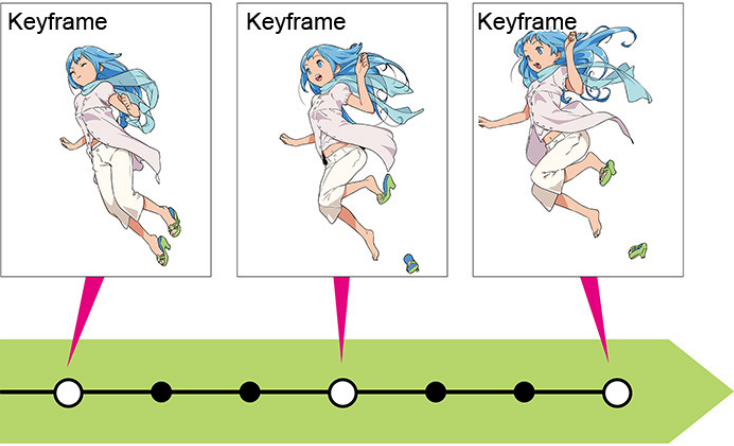
■ **C** ■■ **B** ■ **C** ■■ **B** ■■■■■■ A ■■■■■■

■■3■■2■■■ Avatai

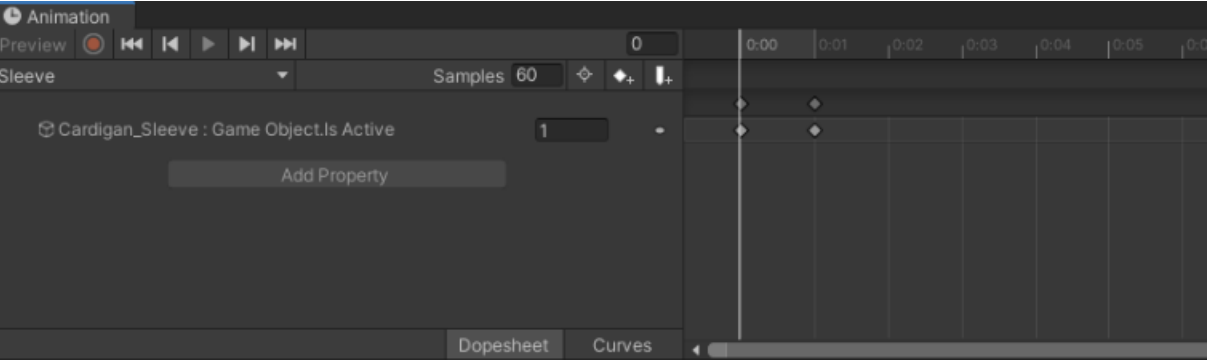
■■■■■■■■■■■■■■■■ Unity ■■■■■■■■■■■■■■■■ Play Mode ■■■■



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



Unity (0,0,0) (0.5,0) (X,Y,Z) Use



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 × (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

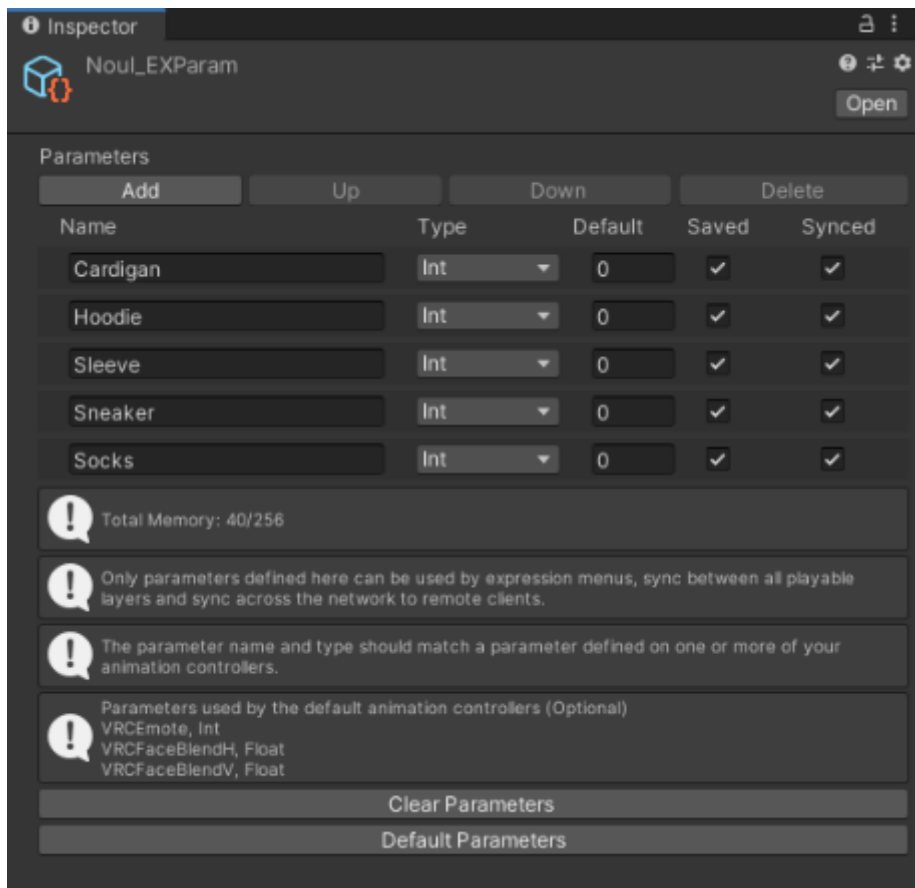
B B B

Parameter Expression Parameters Sync

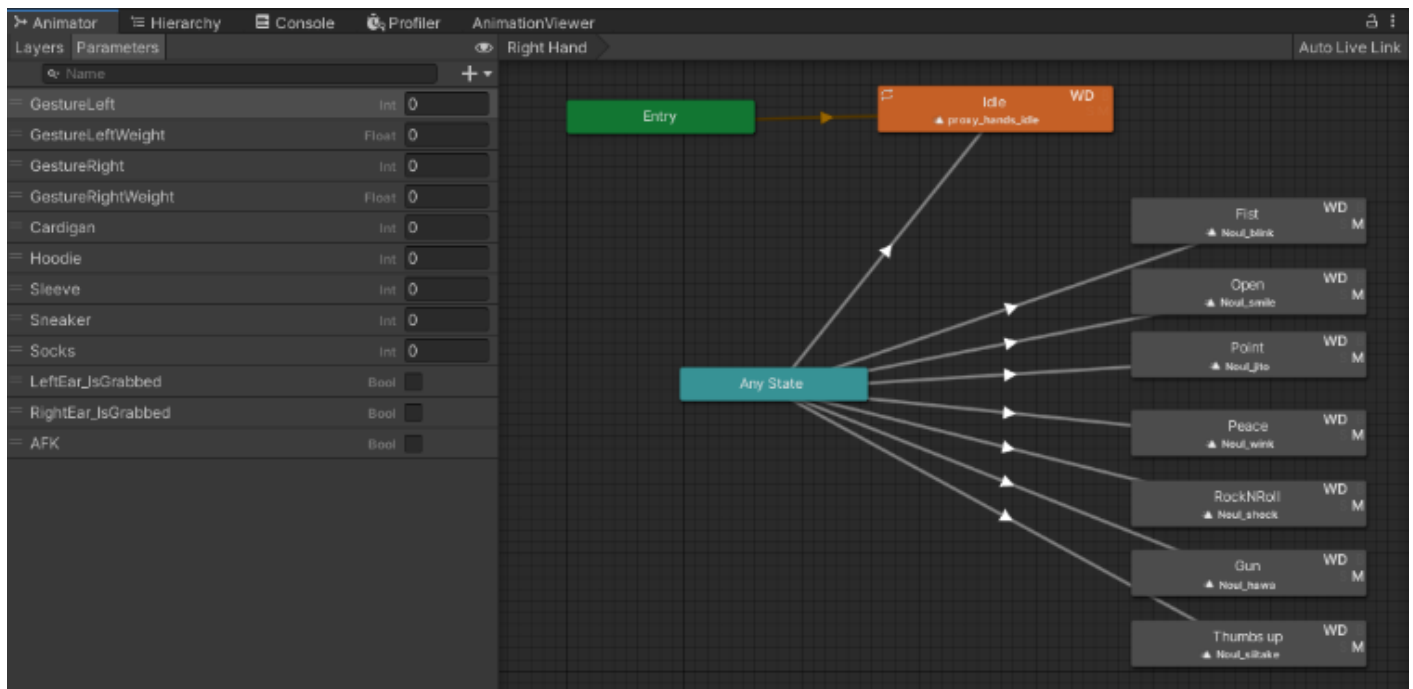
Parameter Animator Parameter Animator

Parameter Animator Expression Parameter Parameter

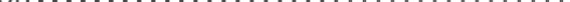
Parameter



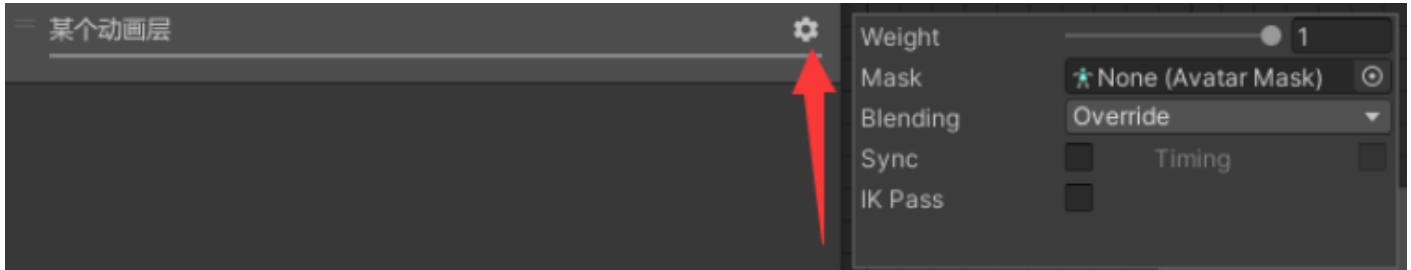
VRC Expression Parameters



AnimatorParameter












Animator  100%

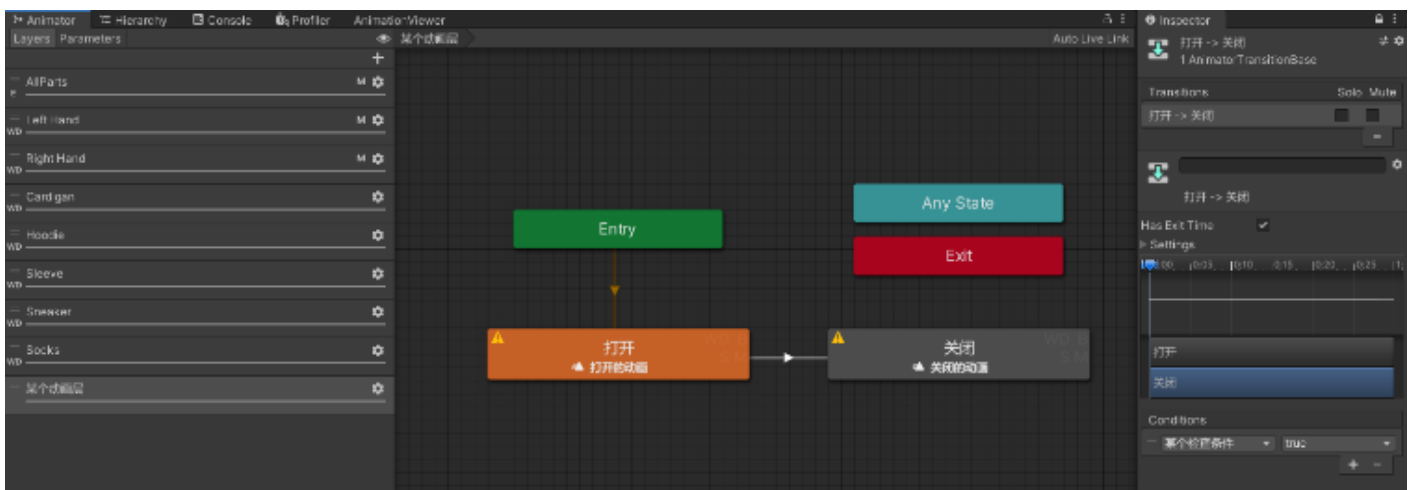
Animator 1



Weight

Animator

- ☒ 
☐ 
☒ 
☐ 
☒ 
☐ 
☒ 
☐ 
☐ 
☐ 
☐ 



Animator

-
-

Parameter (Bool) `True` `False`

`True`

`False`

`True`



Animator[]



Animator[]

Entry, ExitAny State

Entry, ExitAnystateAnimator[]

Exit

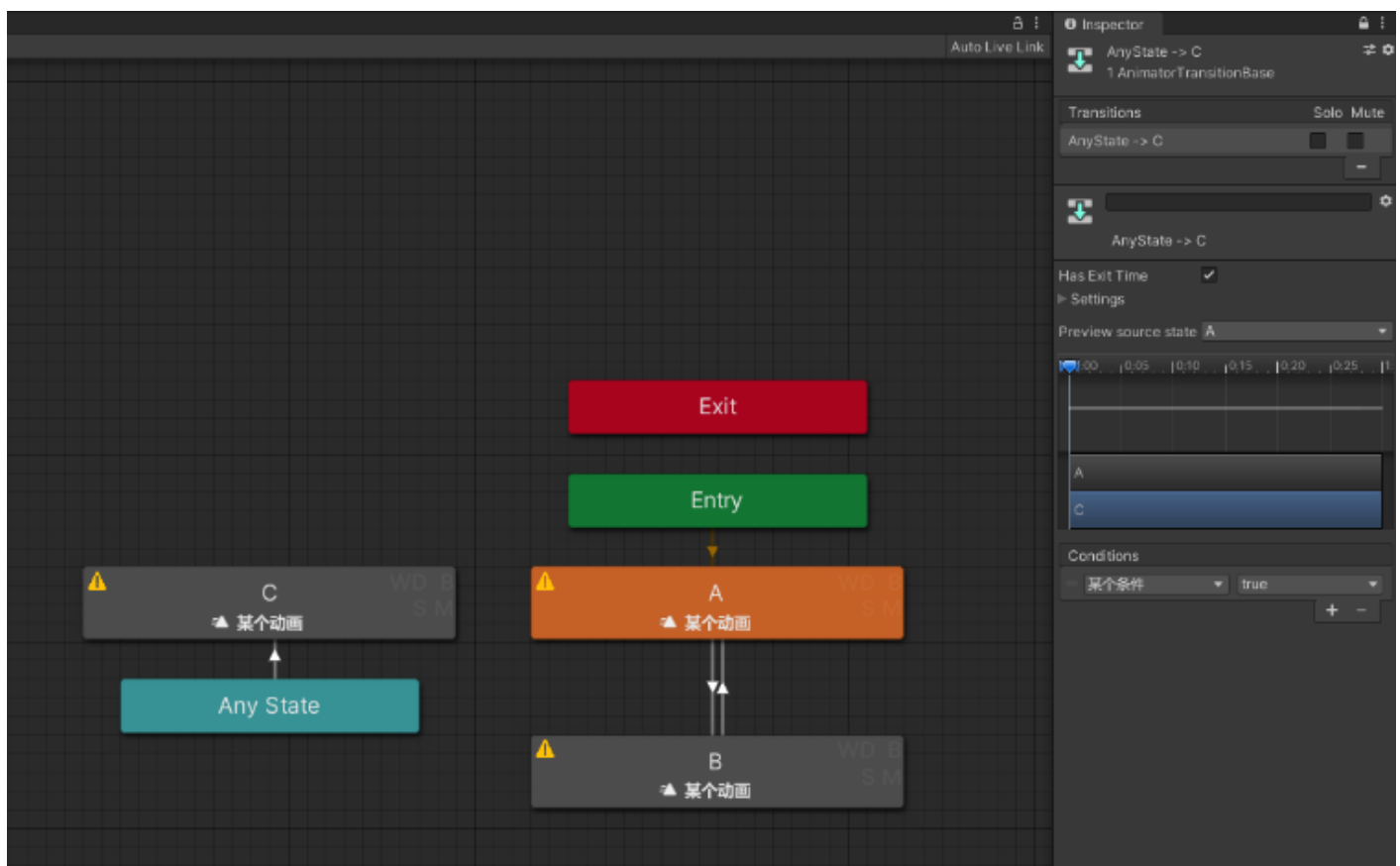
Exit[]State[]Exit[]

Entry

EntryAnimatorAvatarKit

Anystate

State Transition Analysis State Analysis State



Animator ☐ ☐ ☐ ☐ ☐ ☐ Anystate ☐ ☐ ☐ ☐

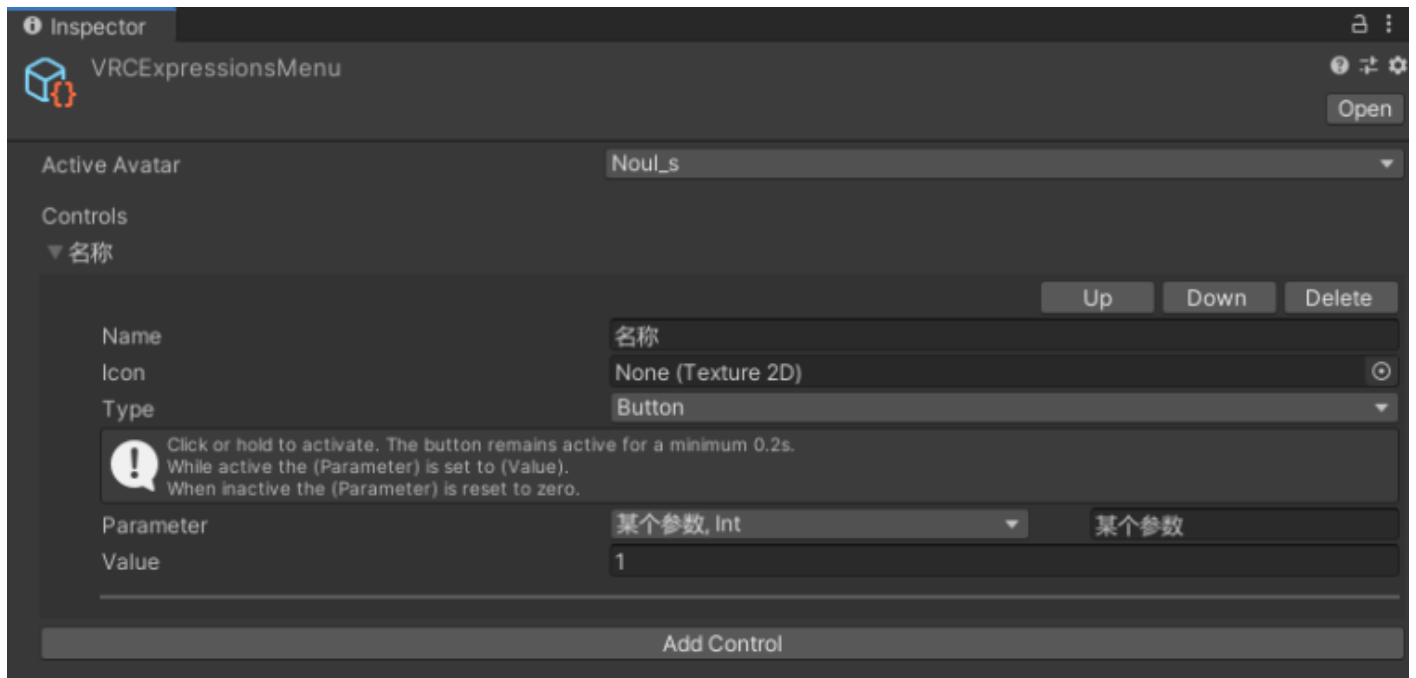
$\text{CC} \vdash \text{AnystateA} \wedge \text{B} \vdash \text{AnystateA} \wedge \text{B} \vdash \text{C}$

VRC Expressions Menu

Parameter Expression Method Assistant Parameters Parameter

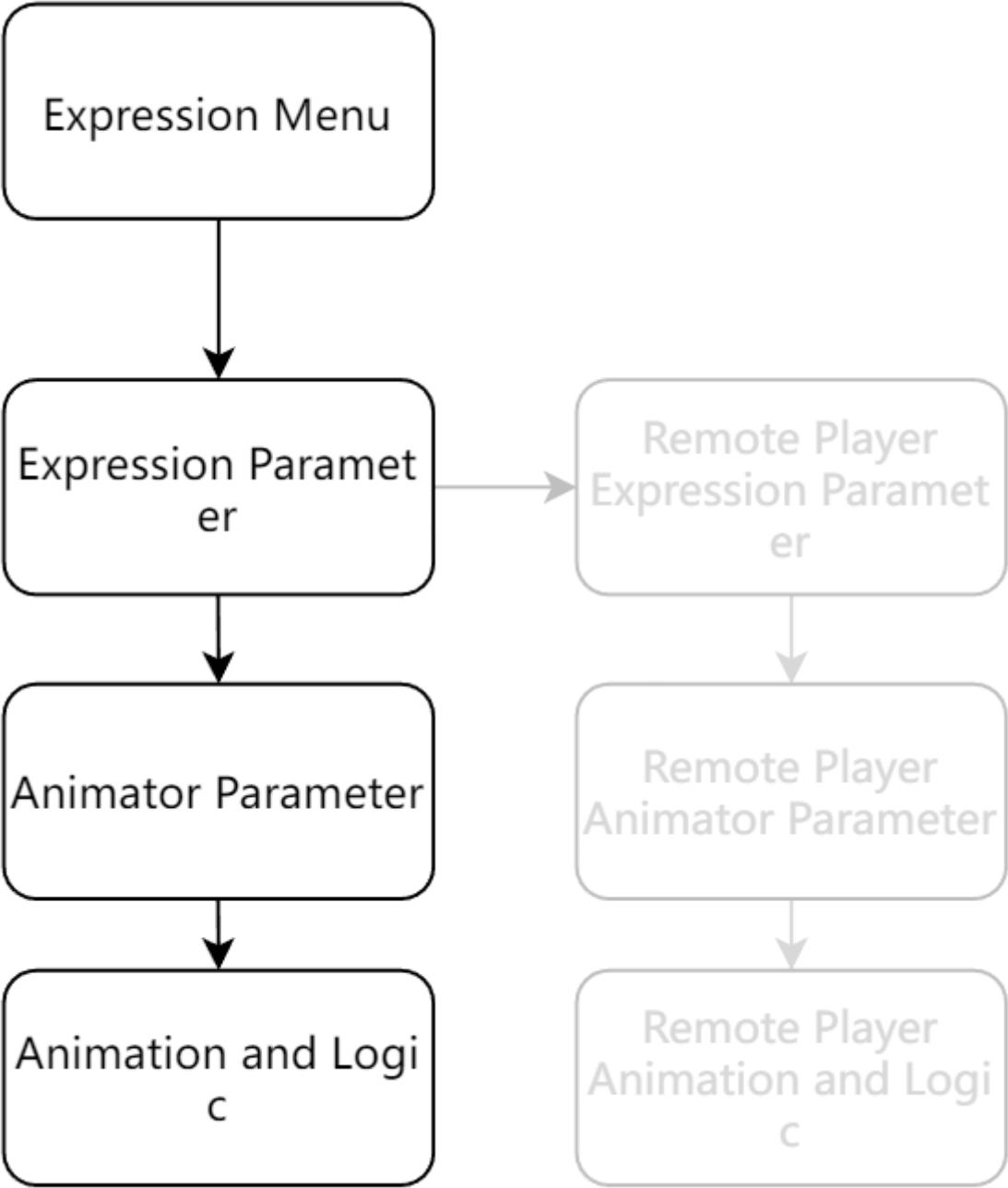
8 Parameter

Expression MenuExpression ParametersParameter



VRC Expression Menu

Expression Menu



Expression Menu[]