



Unity

Animator

Animator

Controller

Avatar

Apply Root Motion

Update Mode

Culling Mode

None (Runtime A)

Normal

Cull Update Tran:

!

Clip Count: 0
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0
Muscles: 0 Generic: 0 PPtr: 0
Curves Count: 0 Constant: 0 (0.0%)
Dense: 0 (0.0%) Stream: 0 (0.0%)

Inspector

MANUKAAvatar

MappingMuscles & Settings

Body

Head

Left Hand

Right Hand

UnityAvatar

LayersParametersAllPartsAuto Live Link

+

AllPartsLeft HandRight HandLipSync contriMANUKA_costBreast sizeStockingShoesTieBraceletHairpin

Any StateEntryExit

蒙牛/MANUKA/MANUKA_3.0/Controllers/MANUKA_FX.controller

Weight

Mask

Weight

Mask

Blending

Sync

IK Pass

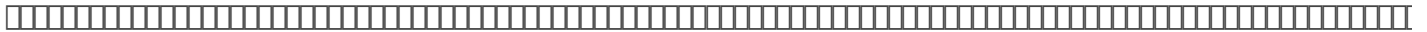
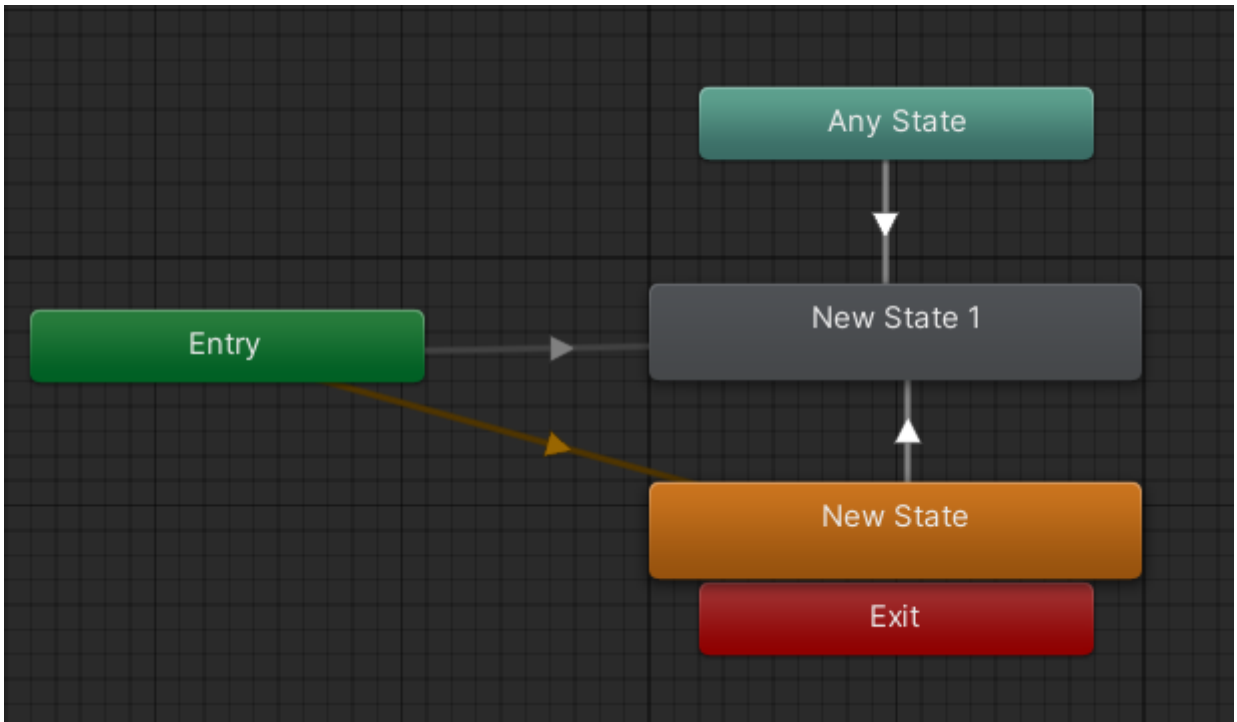
1

None (Avatar Mask)

Override

Timing

Weight



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