

LookAt□□□□

- [LookAt](#)
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LookAt

VRMLookAtHead(Yaw,Pitch)

- VRMLookAtHead + VRMLookAtBoneApplyer VRMLookAtBlendShapeApplyer

LookAt

Yaw Pitch

Bone

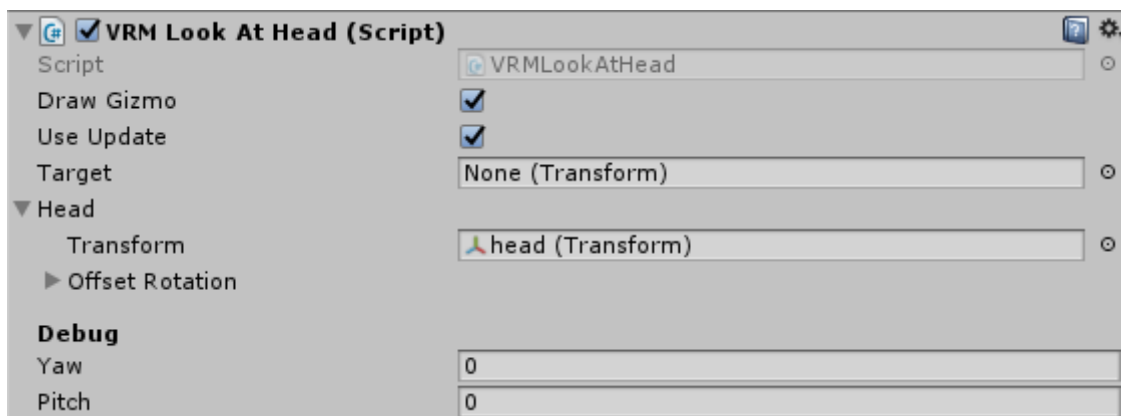
BlendShape

BlendShape

TextureUV

UV offset(UV)

VRMLookAtHead

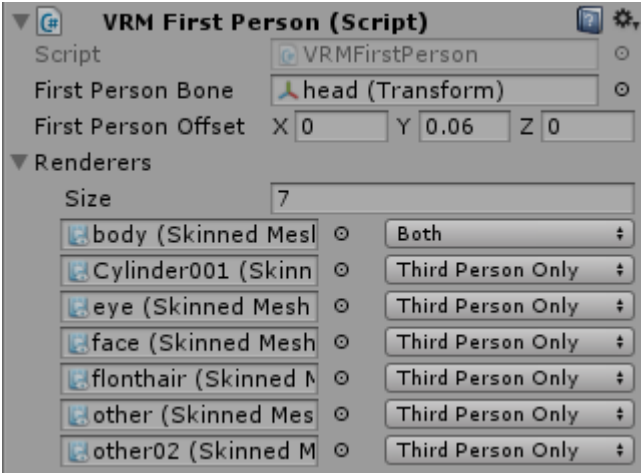


target

Target

Application() VRM

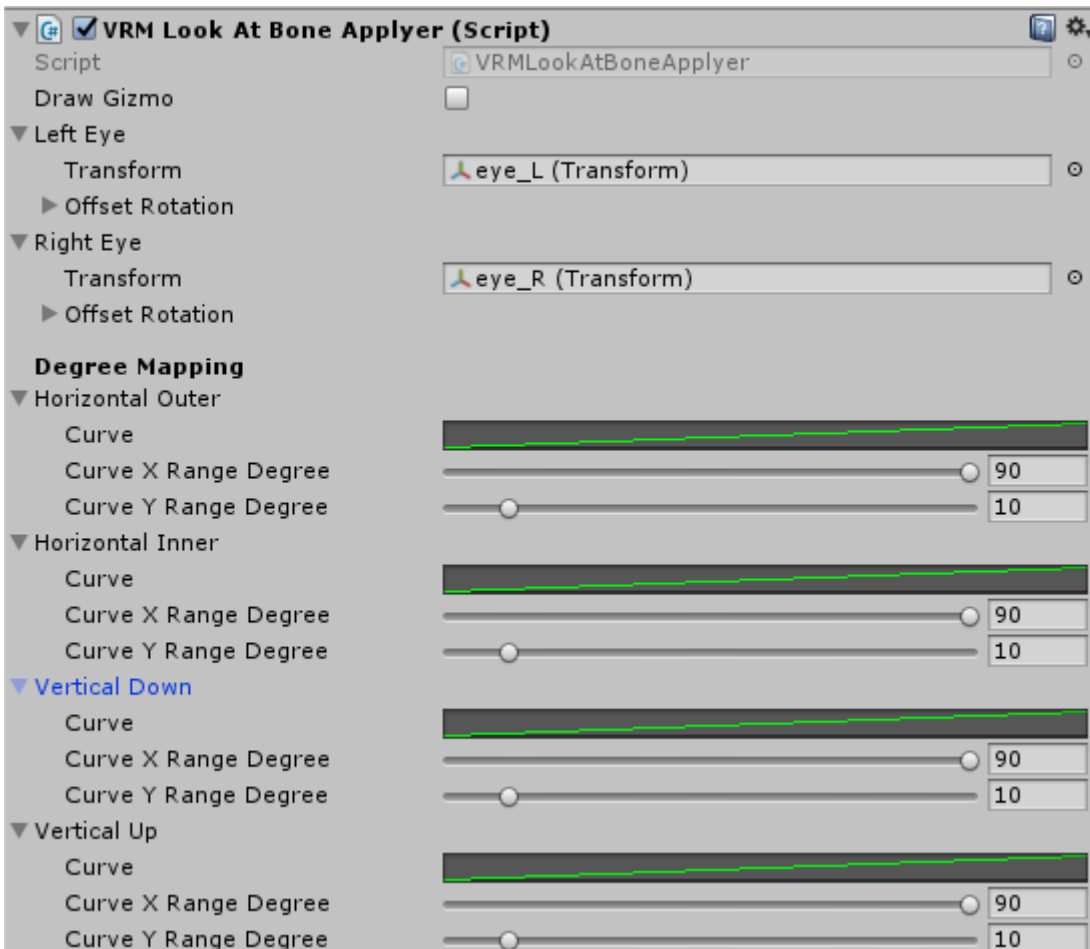
VRMFirstPerson FirstPersonOffset head



LookAt(Bone)

LookAlt Bone [] VRMLookAltHead [] VRMLookAtBoneApplier [][][][][][][]

VRMLookAtBoneApplier



VRMLookAtHead [] EyeBone []

DegreeMapping

yaw, pitch






- yaw, pitch [] => Curve X Range Degree
- yaw, pitch [] eye bone [] => Curve Y Range Degree




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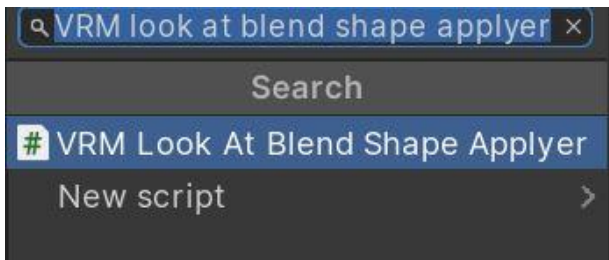
- VerticalDown
- VerticalUp
- HorizontalOuter
- HorizontalInner



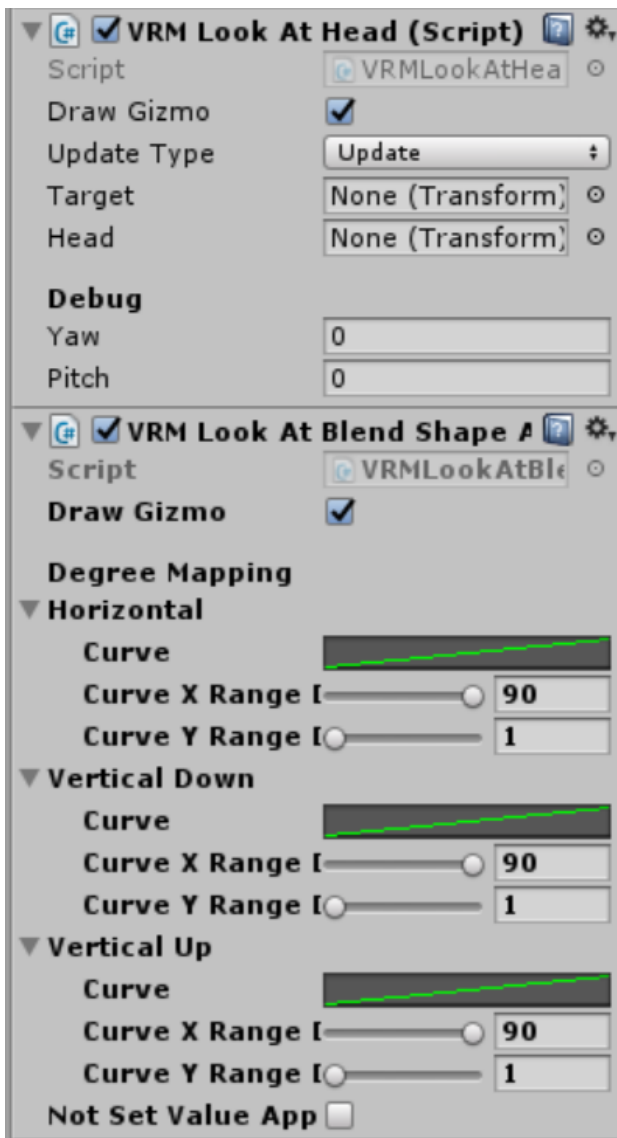
LookAt(Blendshape)

LookAt Blendshape  VRMLookAtHead  VRMLookAtBlendShapeApplyer  VRMLookAtBoneApplyer  VRMLookAtBlendShapeApplyer 

 Inspector  Add Component -> VRMLookAtBlendShapeApplyer 



      **VRMLookAtBlendShapeApplyer**



BlendShapeLookUp LookDown LookLeft LookRight BlendShape

DegreeMapping

yaw pitch

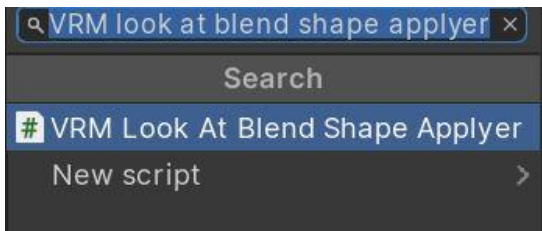
- yaw pitch => Curve X Range Degree
- yaw pitch blendShape (01)1 => Curve Y Range Degree

- VerticalDown
- VerticalUp
- Horizontal

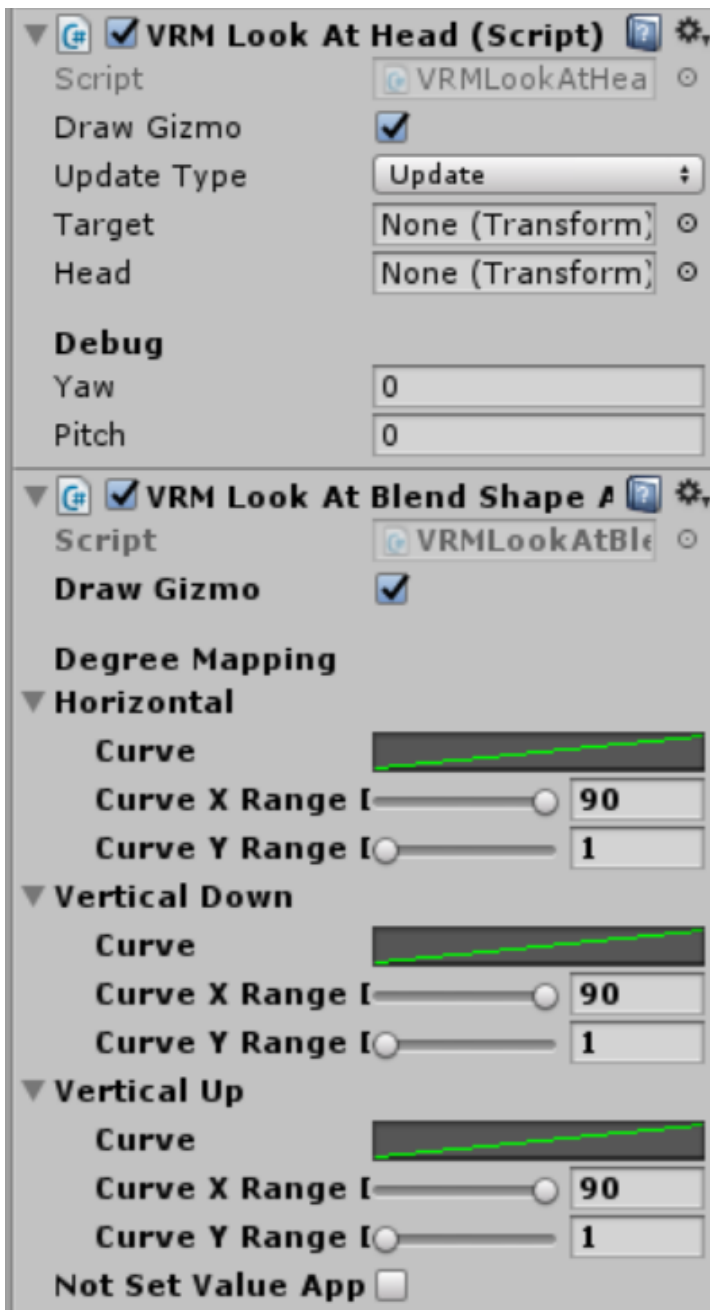
LookAt(UV)

LookAt UV VRMLookAtHead VRMLookAtBlendShapeApplie VRMLookAtBoneAppliyer VRM VRMLookAtBlendShapeAppliyer

Inspector(Add Component -> VRMLookAtBlendShapeApplier)



UV

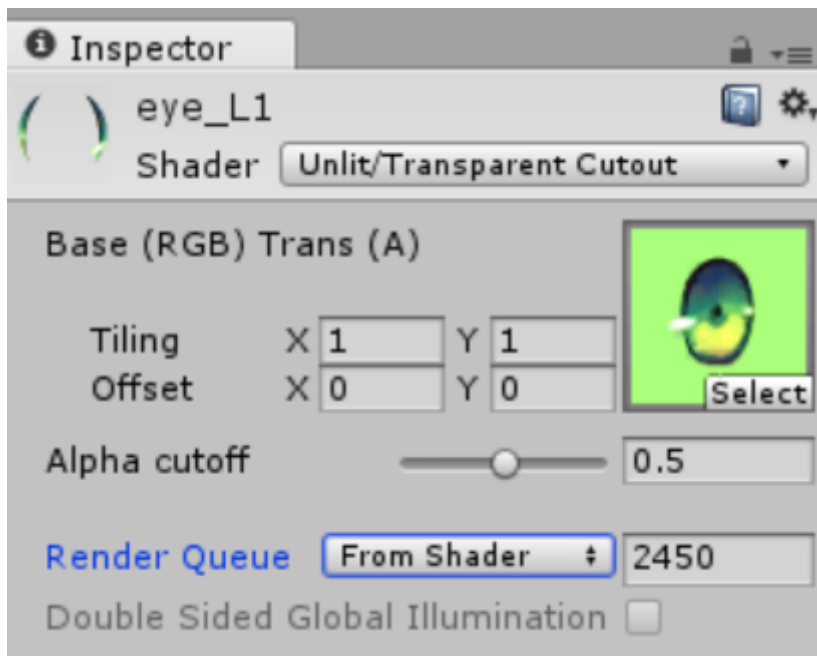


Texture() Unity Chan(Unity)

Unity Unity Unity

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☐ Tiling(☐) ☐ Offset(☒)



1,1,0,0

Offset X Y X Y X Y 0

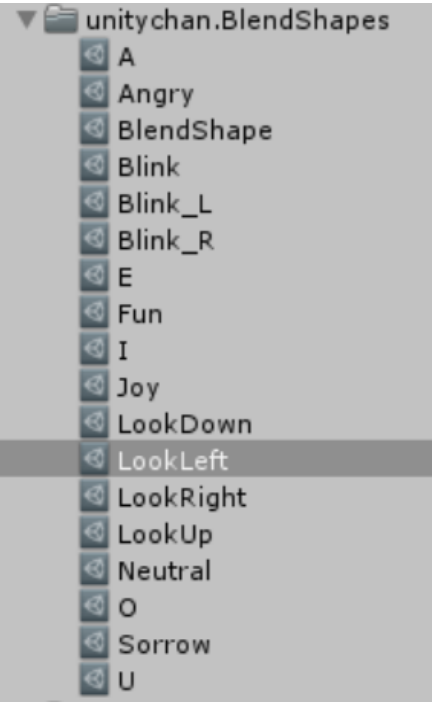
BlenderShap

eye_L1 UV

LookUp, LookDown, LookLeft, LookRight UV unlit/transparent cutout

LookLeft

Project .Ble LookLeft pos



Material List

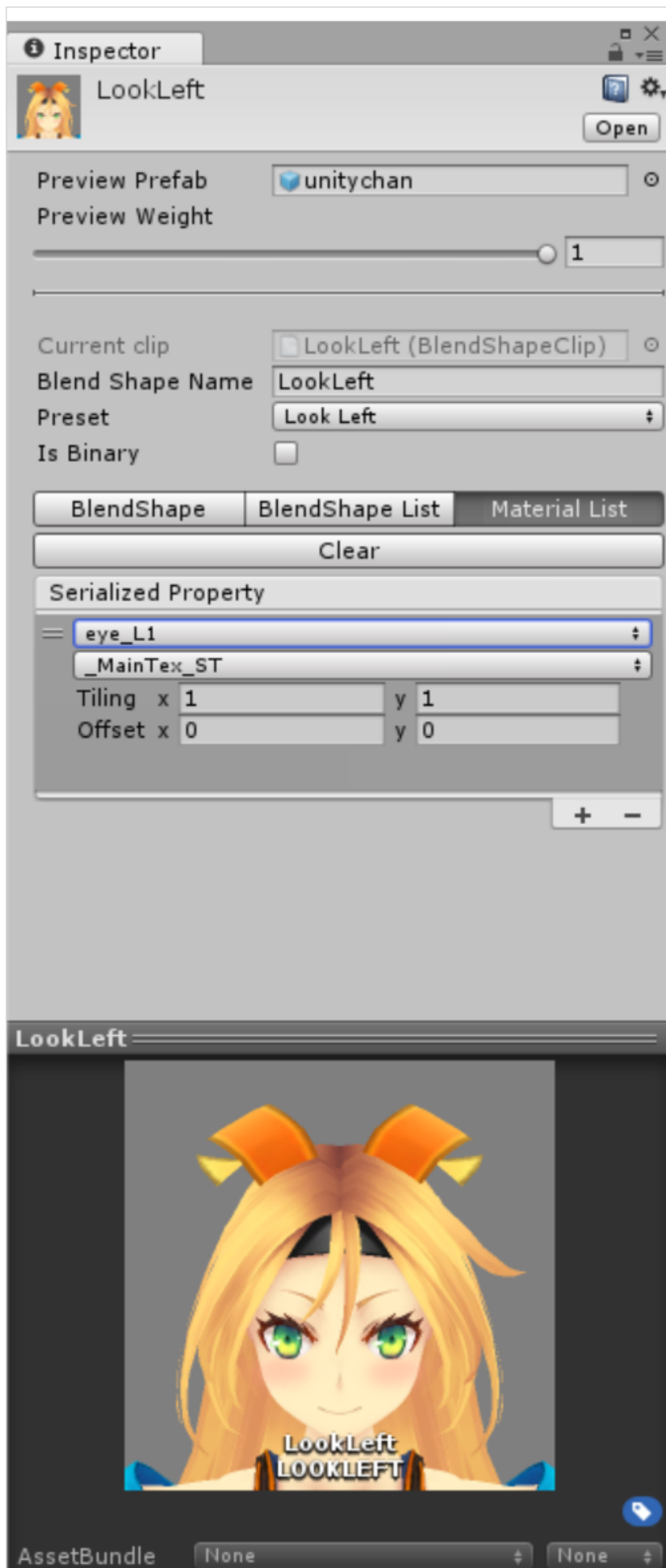
Serialized Property + " " "

eye_L1 (MainTex_ST ())

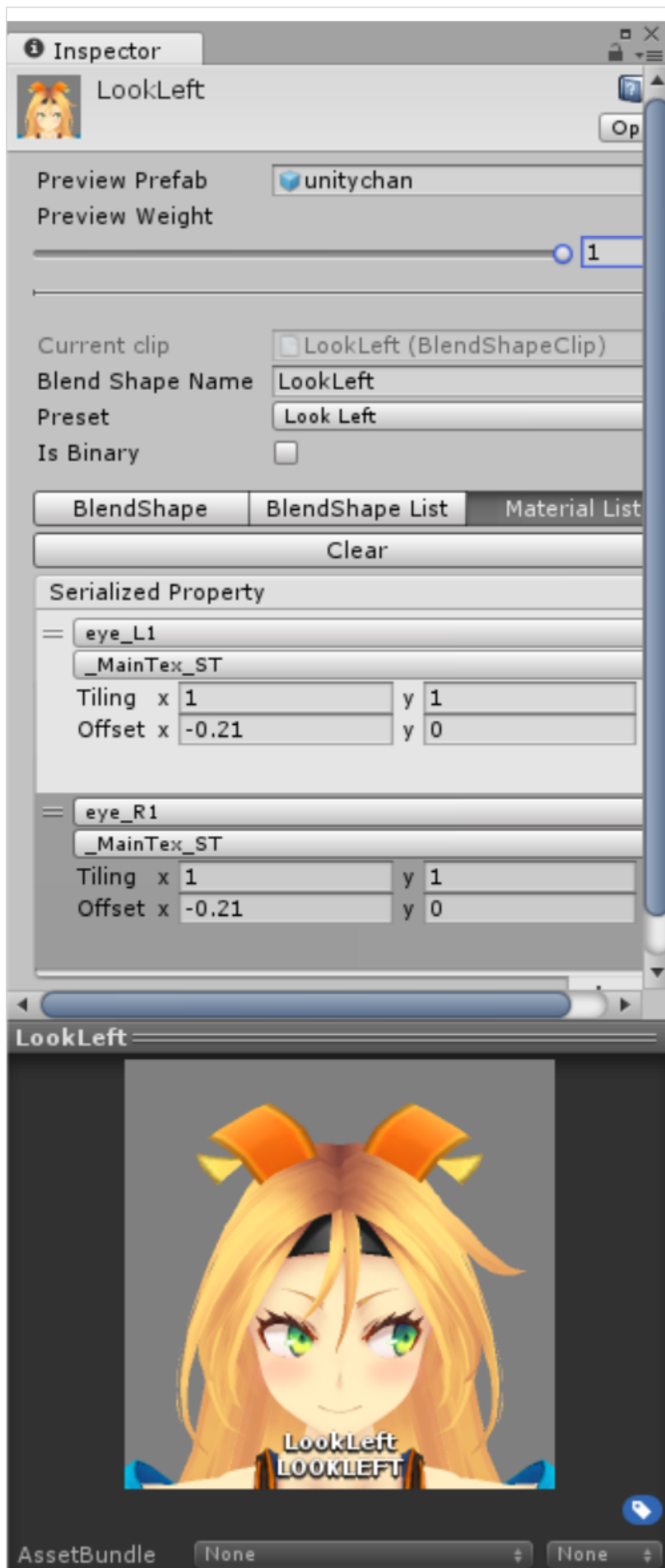
Tiling = 1, 1 , Offset = 0, 0

```

MainTex_ST_S
MainTex_ST_TX
```



- `LookLeft` `Offset`()
- `eye_R1`()



DegreeMapping

yaw pitch

- yaw pitch => Curve X Range Degree
- yaw pitch blendShape (0)1 => Curve Y Range Degree

- VerticalDown
- VerticalUp
- Horizontal