

BlendShape

UniVRM SkinnedMeshRenderer BlendShape
BlendShapes bs_face.Eye_blink 0 57.8

Skinned Mesh Renderer

BlendShapes

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Note that BlendShape weight range is clamped. This can be disabled in Player Settings.

bs_face.mouth_a	<div></div>	0
bs_face.mouth_i	<div></div>	0
bs_face.mouth_u	<div></div>	0
bs_face.mouth_e	<div></div>	0
bs_face.mouth_o	<div></div>	0
bs_face.mouth_a2	<div></div>	0
bs_face.mouth_n	<div></div>	0
bs_face.mouth_Triangle	<div></div>	0
bs_face.mouth_lambda	<div></div>	0
bs_face.mouth_Square	<div></div>	0
bs_face.mouth_wa	<div></div>	0
bs_face.mouth_wa2	<div></div>	0
bs_face.mouth_shock	<div></div>	0
bs_face.mouth_angry	<div></div>	0
bs_face.mouth_smile	<div></div>	0
bs_face.mouth_spear	<div></div>	0
bs_face.mouth_spear2	<div></div>	0
bs_face.mouth_ornerUp	<div></div>	0
bs_face.mouth_cornerDown	<div></div>	0
bs_face.mouth_cornerSpre	<div></div>	0
bs_face.mouth_noTeethUp	<div></div>	0
bs_face.mouth_noTeethDo	<div></div>	0
bs_face.mouth_Tu	<div></div>	0
bs_face.mouth_be	<div></div>	0
bs_face.eye_blink	<div></div>	57.8

Pose Freeze



VRM Exporter



Jaw bone is included. It may not be what you intended. Please check the humanoid avatar setting screen

Script

VRMExporterWizard

▼ Settings

Source

AliciaSolid_vrm-0.51

Title

Alicia Solid

Version

1.10

Author

© DWANGO Co., Ltd.

Contact Information

https://3d.nicovideo.jp/alicia/

Reference

Force T Pose

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Pose Freeze

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Use Experimental Expo

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Use Sparse Accessor

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Only Blendshape Positi

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Reduce Blendshape

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Reduce Blendshape Cli

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Remove Vertex Color

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Export



BlendShape value = 0



Revision #2

Created 27 July 2024 06:58:45 by [] [] [] []

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