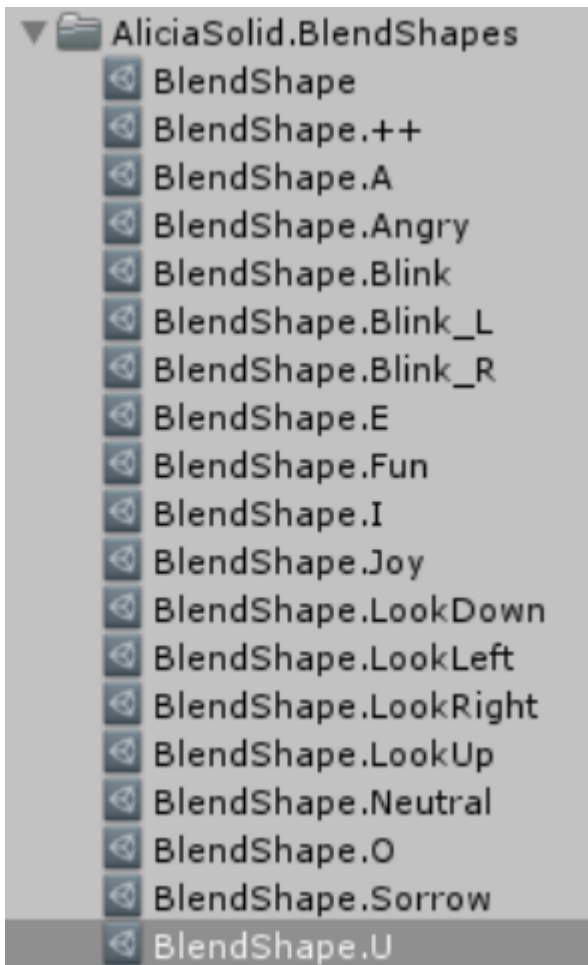


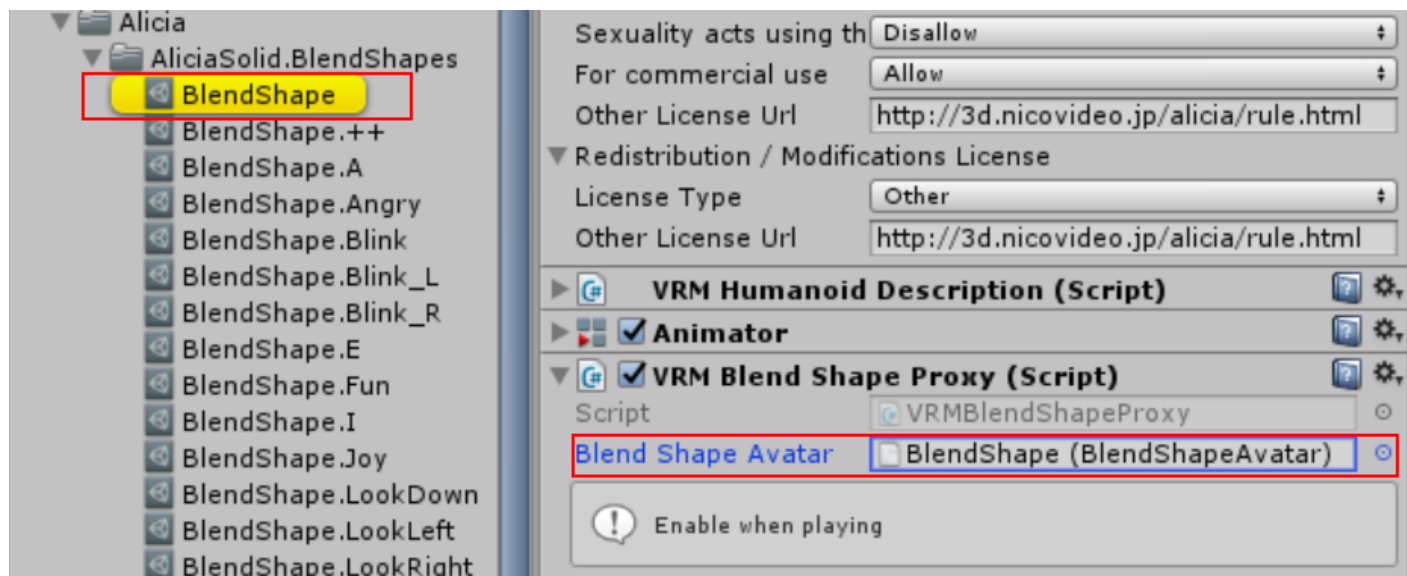
BlendShape 0000(v0.45)

BlendShape 00000

VRM 0000+BlendShape0000Perset 0 BlendShapeClips 000000000



BlendShapeAvatar 00



BlendShapeAvatar [] [] [] [] [] [] [] []

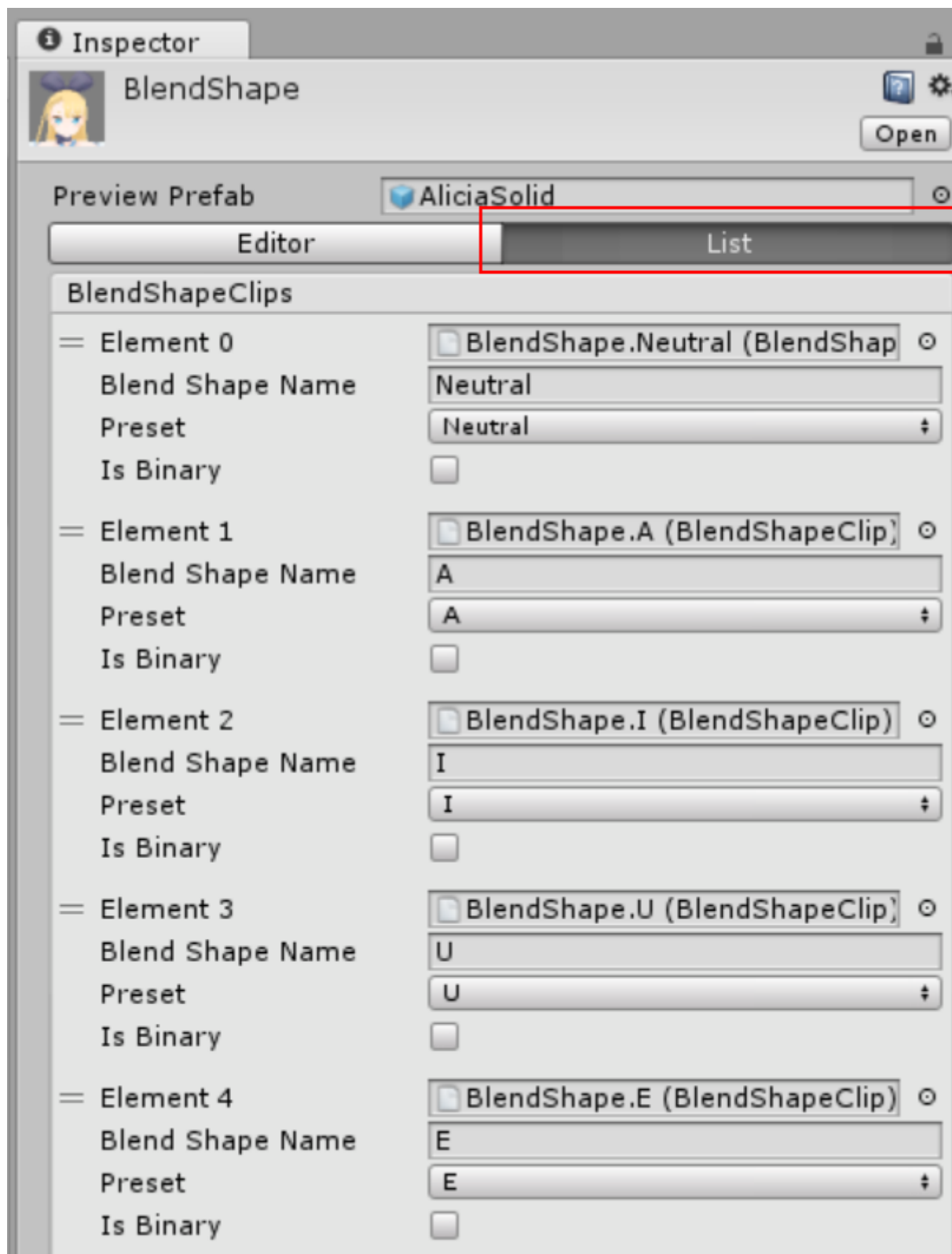
Editor [] [] []

BlendShapeClip [] [] [] [] [] [] [] []



List v0.45

BlendShapeClip



BlendShapeClip

BlendShape

BlendShape

Inspector



BlendShape.++



Open

Preview Prefab

AliciaSolid

Preview Weight

1

Current clip

BlendShape.++ (B)

Blend Shape Name

><

Preset

Unknown

Is Binary



BlendShape

BlendShape Li:

Material List

▶ eye

▶ face

▼ other

sother_shy

0

eye_><2

100

eye_h1

0

eye_h2

0

eye_h3

0

other_shocked

0

sother_tear

0

▼ other02

other_shy2

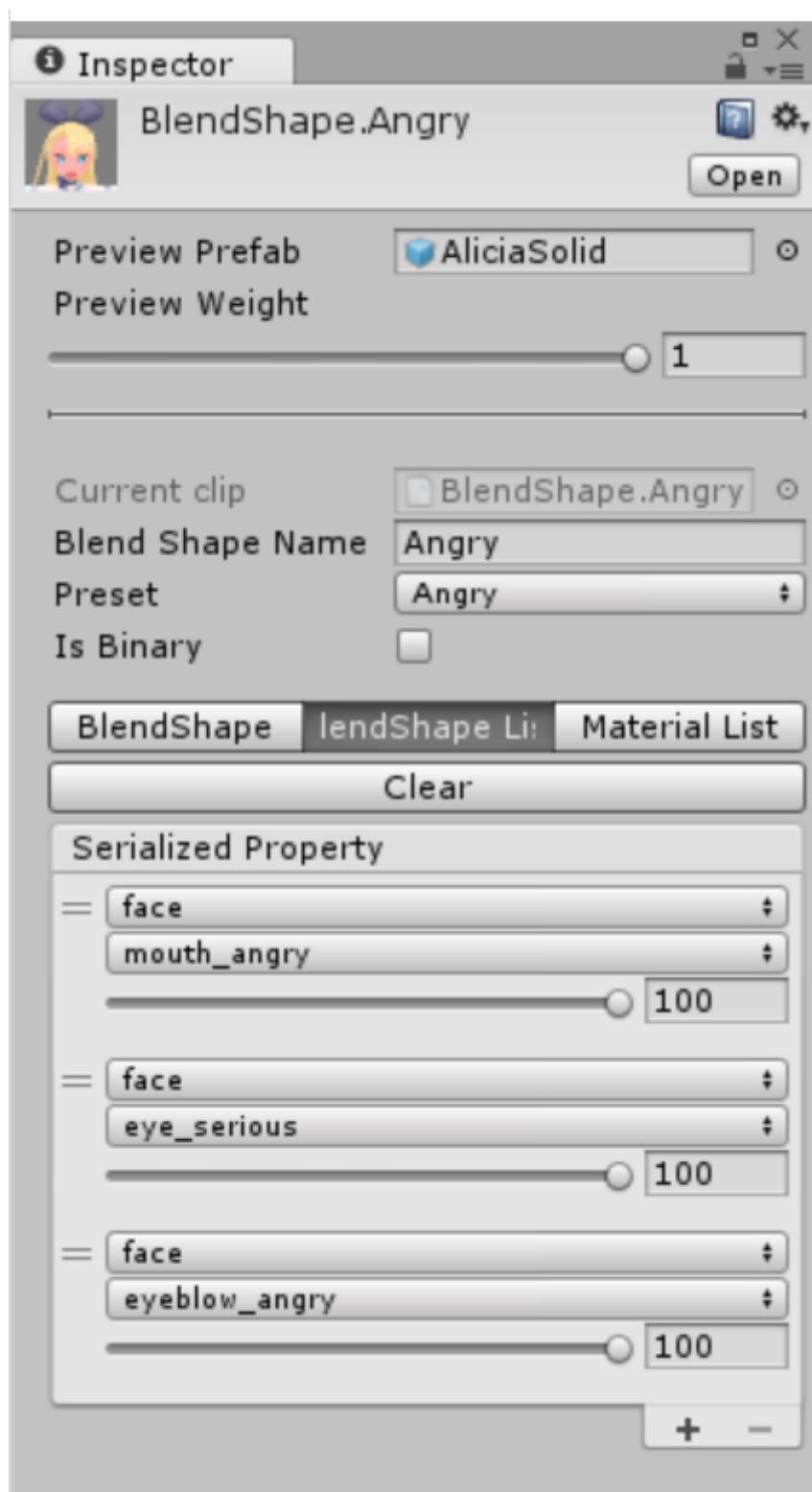
100

BlendShape.++

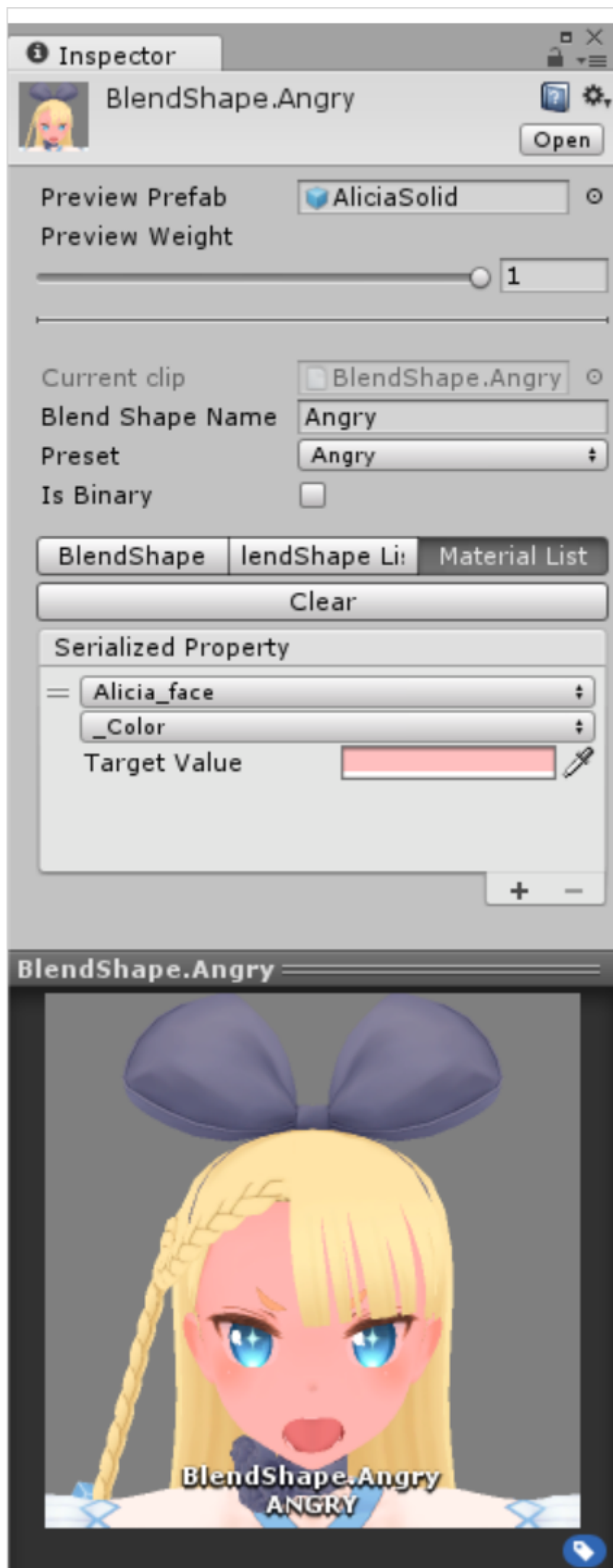


BlendeShape List

BlendShape



Material List



BlendShapeClip

BlendShapeClip(BlendShapeClip)

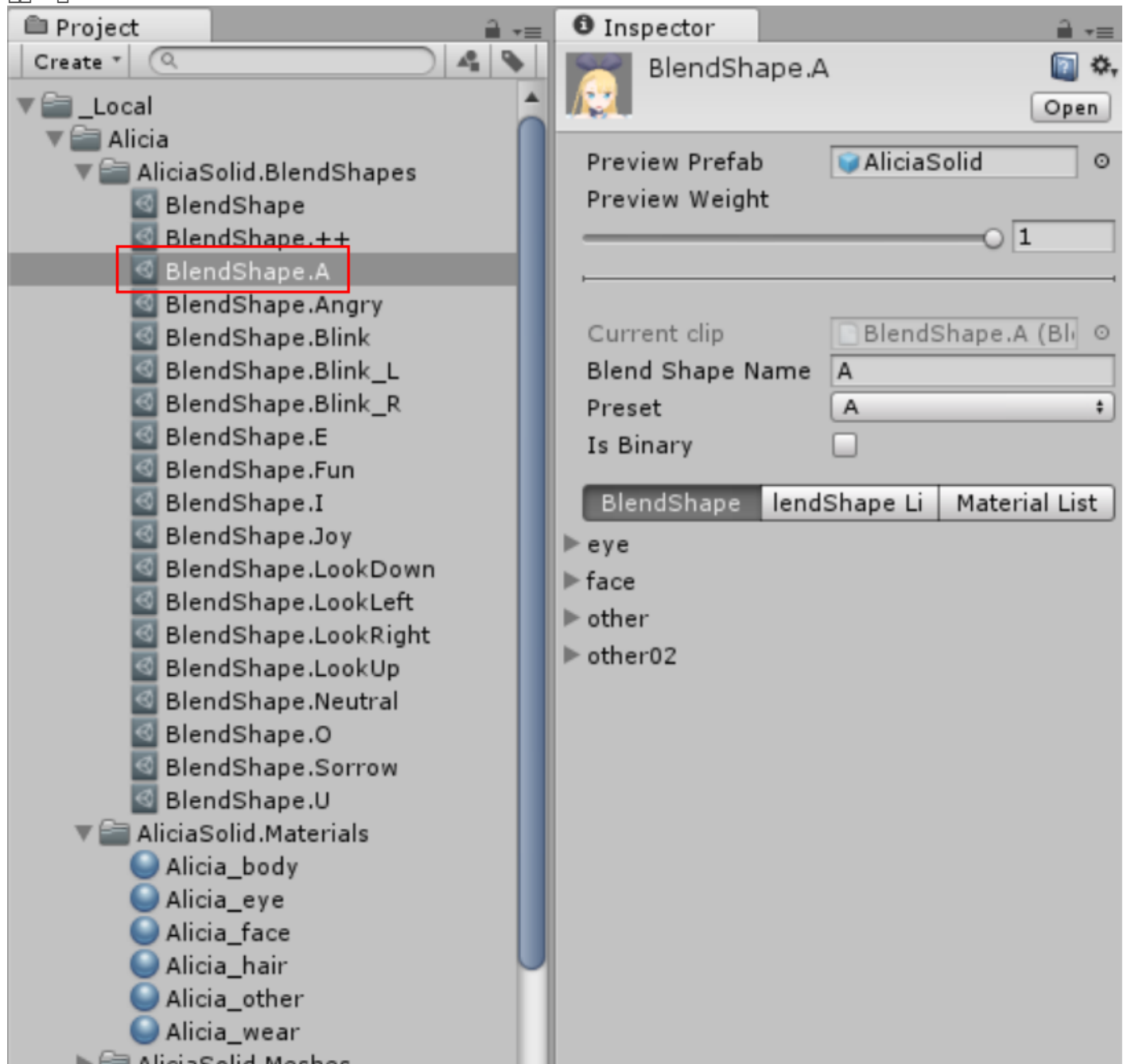
1. BlendShapeClip

BlendShapeAvatar BlendShapeClip



#####(project)##### BlendShapeClip []

UI



UI

Inspector



BlendShape.++



Open

Preview Prefab

AliciaSolid

Preview Weight

1

Current clip

BlendShape.++ (B)

Blend Shape Name

><

Preset

Unknown

Is Binary



BlendShape

BlendShape Li:

Material List

eye

face

other

sother_shy

0

eye_><2

100

eye_h1

0

eye_h2

0

eye_h3

0

other_shocked

0

sother_tear

0

other02

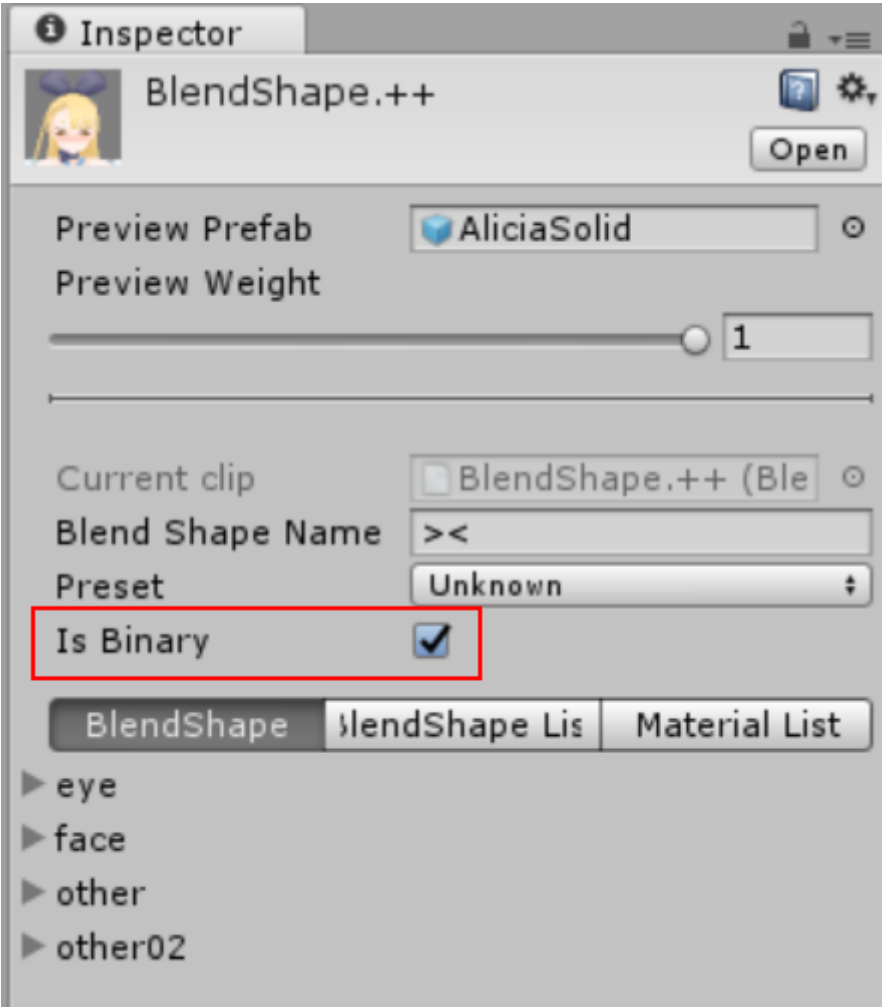
other_shy2

100

BlendShape.++



v0.45
BlendShape
BlendShape
v0.45



Revision #3
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