LookAt(Bone)

LookAlt Bone □□ VRMLookAltHead □ VRMLookAtBoneApplyer □□□□□□

□□□□□□□□VRMLookAtBoneApplyer
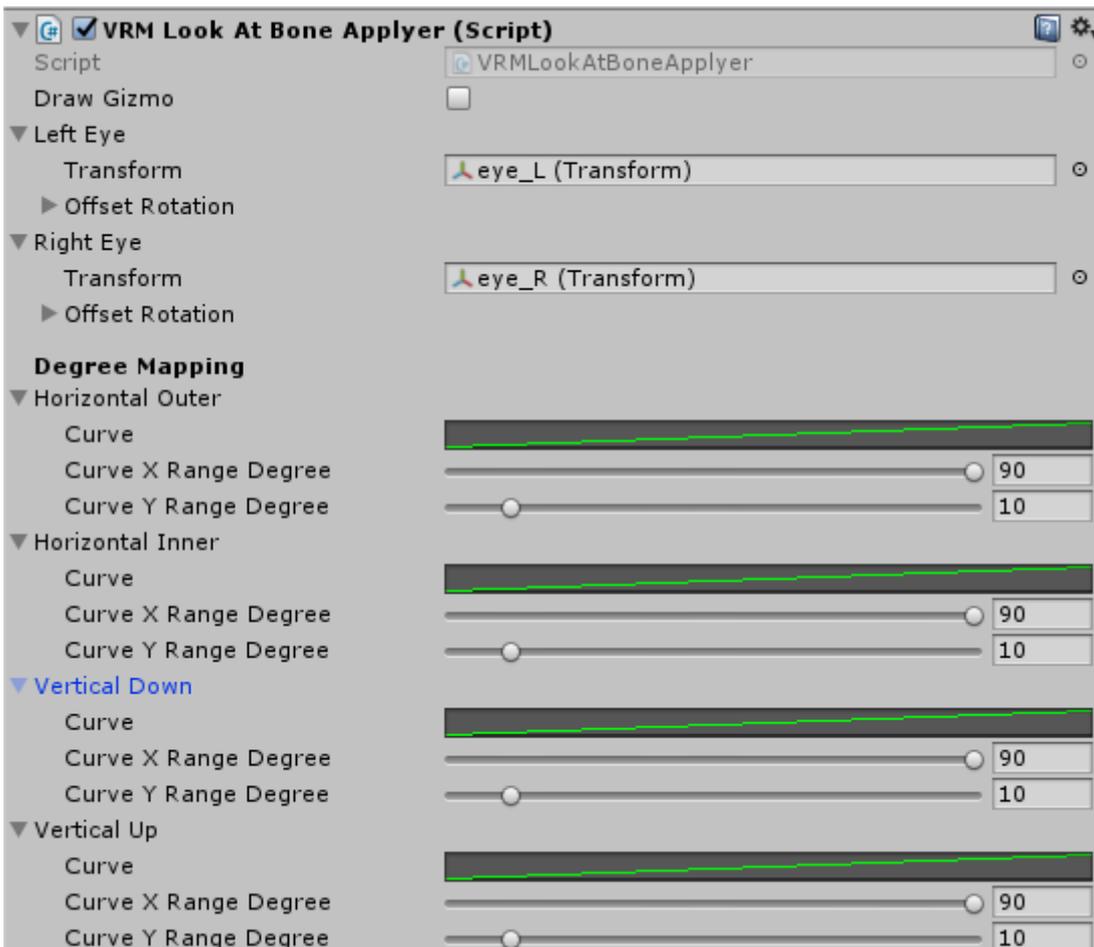
□ VRMLookAtHead □□□□□□□□□□□□ EyeBone□□□

DegreeMapping□□□□□□

□□□□□□□□□□ yaw, pitch □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

* yaw, pitch □□□□ => Curve X Range Degree
* yaw, pitch □□□□□ eye bone □□□□□ => Curve Y Range Degree

□□□□□4□□□□□□□□□

- VerticalDown
- VerticalUp
- HorizontalOuter
- HorizontalInner

□□□□□□□□□□□□□□□□