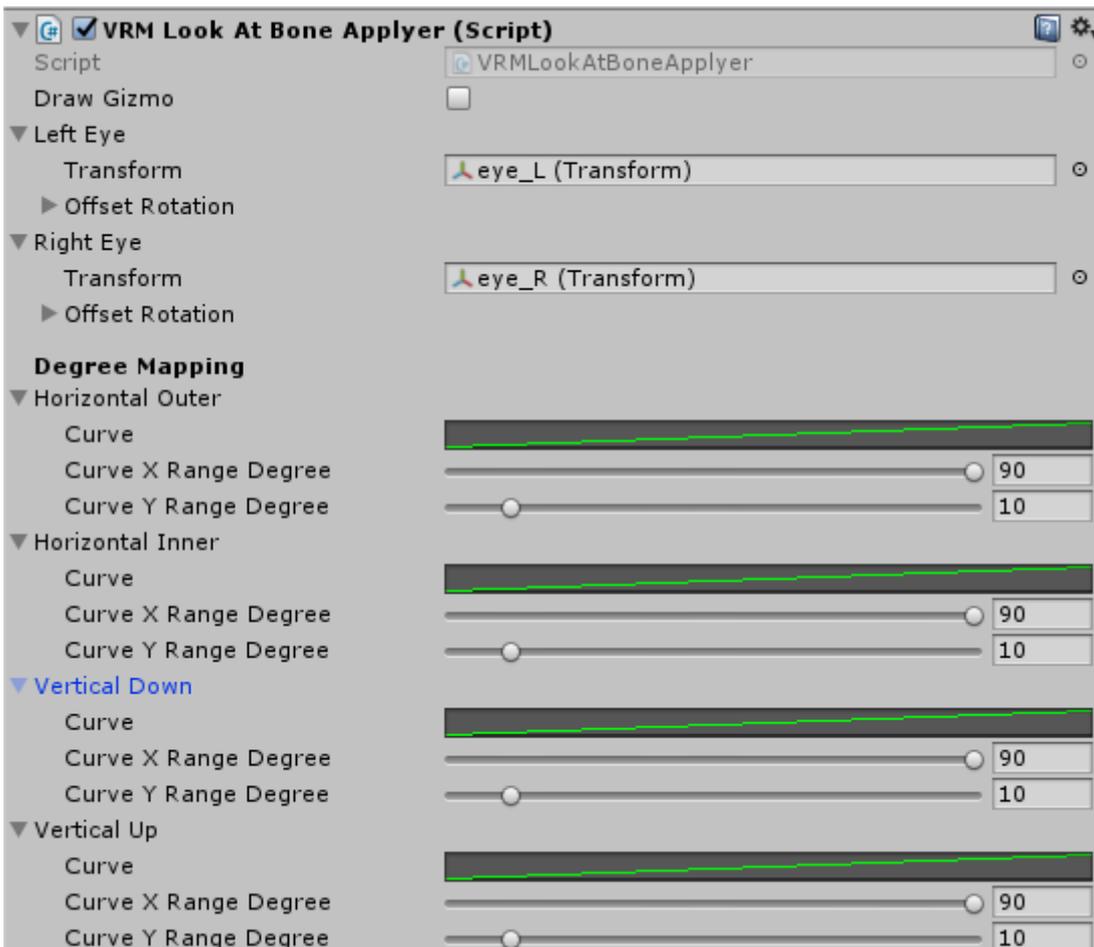


LookAt(Bone)

LookAt Bone VRMLookAtHead VRMLookAtBoneApplyer

VRMLookAtBoneApplyer



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

□□□□□□□□□□□□□□

Revision #2

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