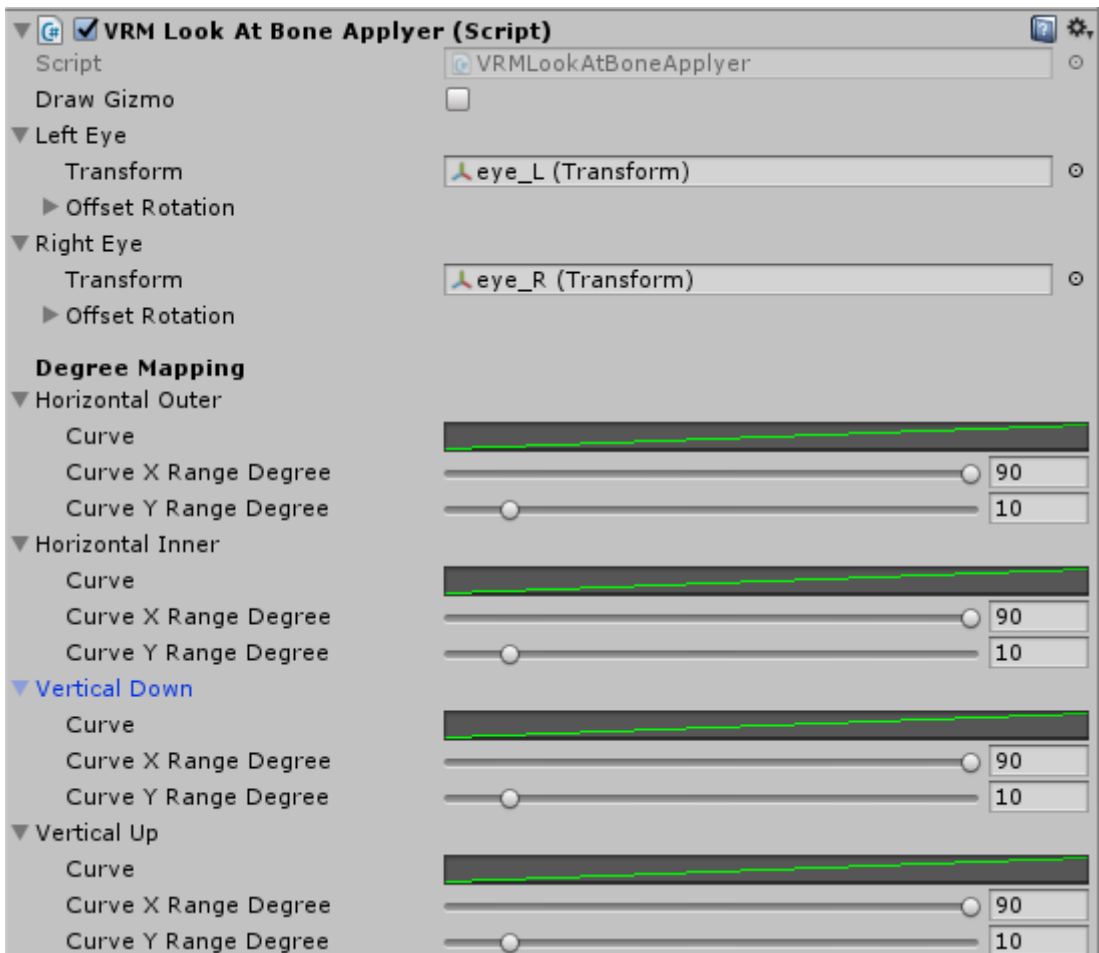


LookAt(Bone)

LookAt Bone ☐ VRMLookAtHead ☐ VRMLookAtBoneApplier ☐

☐ VRMLookAtBoneApplier



☐ VRMLookAtHead ☐ EyeBone☐

DegreeMapping☐

☐ yaw, pitch ☐

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

4

- VerticalDown
- VerticalUp
- HorizontalOuter
- HorizontalInner

Revision #2
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