



Material List

Serialized Property + " " "

eye_L1 (MainTex_ST ())

Tiling = 1, 1, Offset = 0, 0

```

MainTex_ST_S
MainTex_ST_T
```

Inspector

 **LookLeft** Open

Preview Prefab

Preview Weight

Current clip

Blend Shape Name

Preset

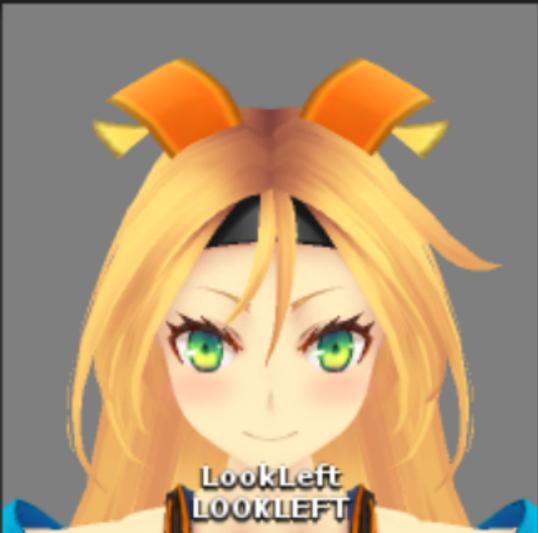
Is Binary

BlendShape | **BlendShape List** | **Material List**

Serialized Property

Tiling	x	<input type="text" value="1"/>	y	<input type="text" value="1"/>
Offset	x	<input type="text" value="0"/>	y	<input type="text" value="0"/>

LookLeft



AssetBundle

- LookLeft Offset()
- eye_R1()



DegreeMapping

yaw pitch

- yaw pitch => Curve X Range Degree
- yaw pitch blendShape(0)1 => Curve Y Range Degree

- VerticalDown
- VerticalUp
- Horizontal

Revision #3

Created 27 July 2024 07:04:11 by

Updated 1 September 2024 03:11:58 by