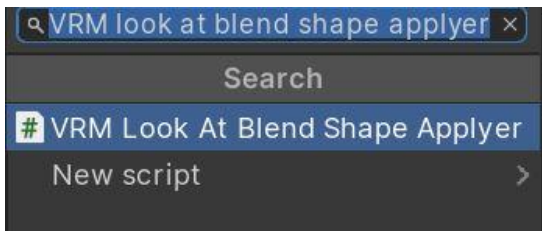


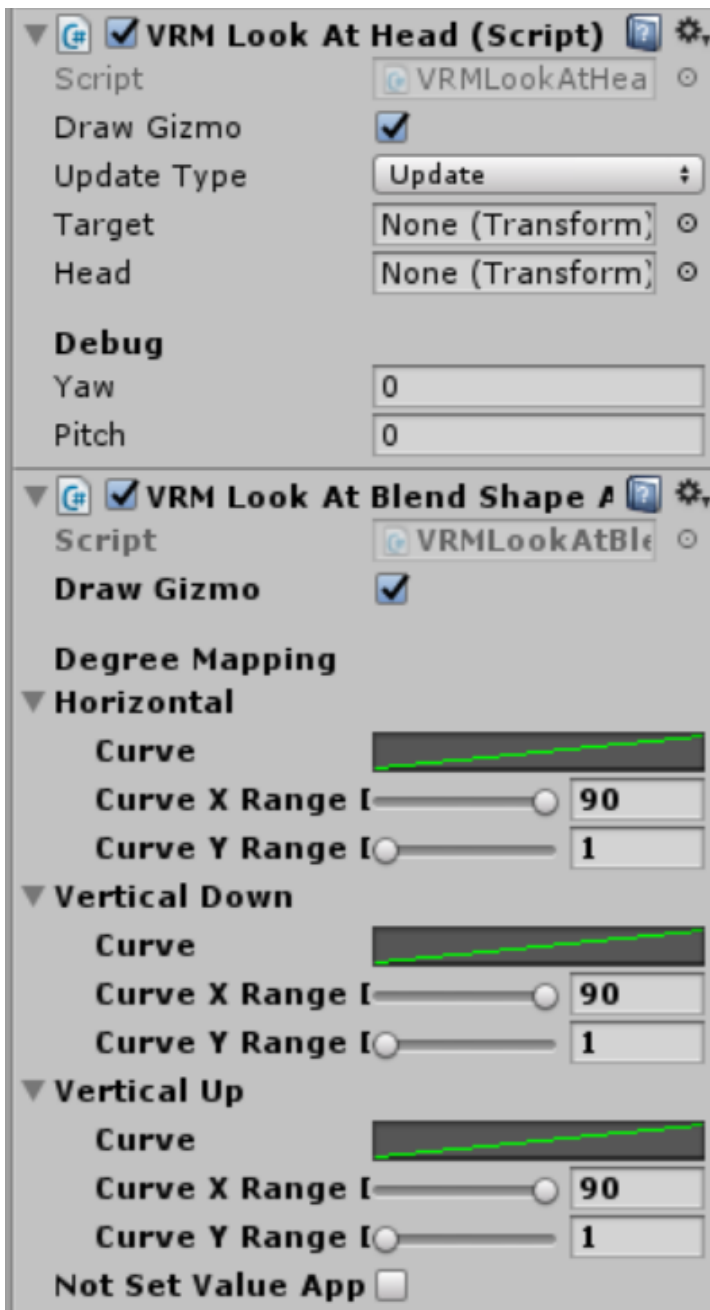
# LookAt(UV)

LookAt UV   VRMLookAtHead   VRMLookAtBlendShapeApplie   VRMLookAtBoneApplier   VRM   VRMLookAtBlendShapeAppliyer

Inspector(Add Component -&gt; VRMLookAtBlendShapeApplier)



# UV

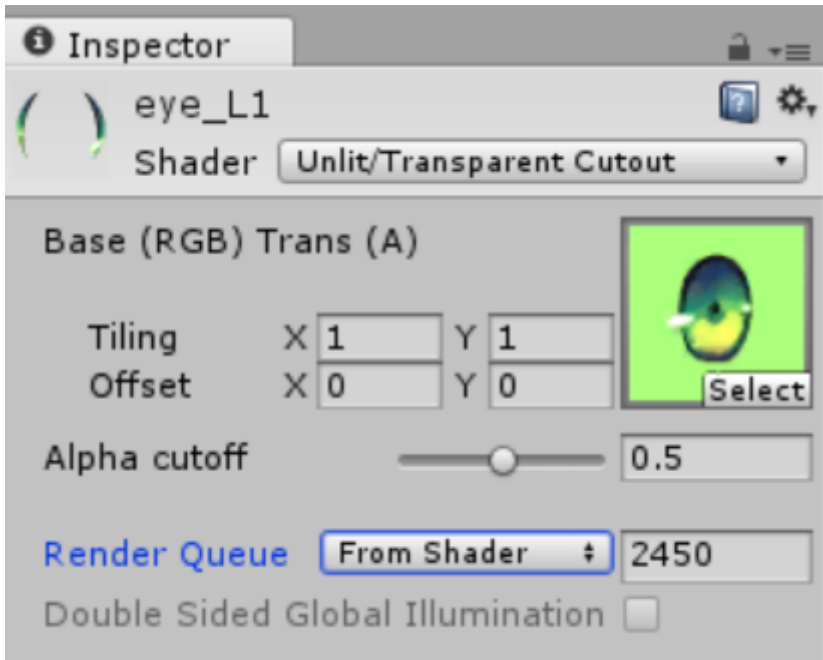


Texture( ) Unity Chan(Unity )

Unity Unity Unity



☐ Tiling(☐) ☐ Offset(☒)



1,1,0,0

Offset X Y X Y X Y 0

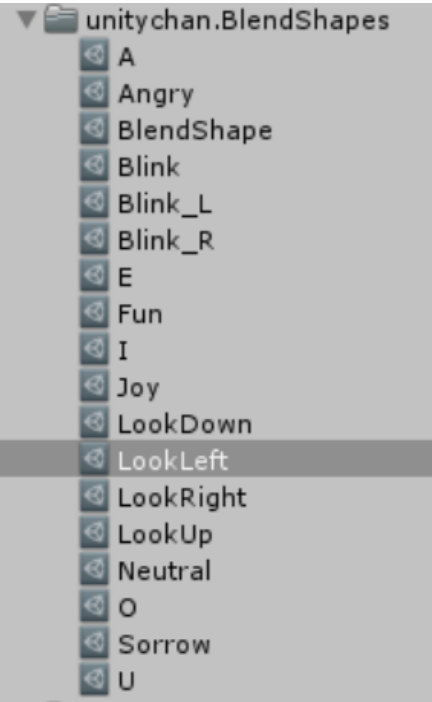
## BlenderShap

eye\_L1 UV

LookUp, LookDown, LookLeft, LookRight UV unlit/transparent cutout

### LookLeft

Project .Ble LookLeft pos



Material List

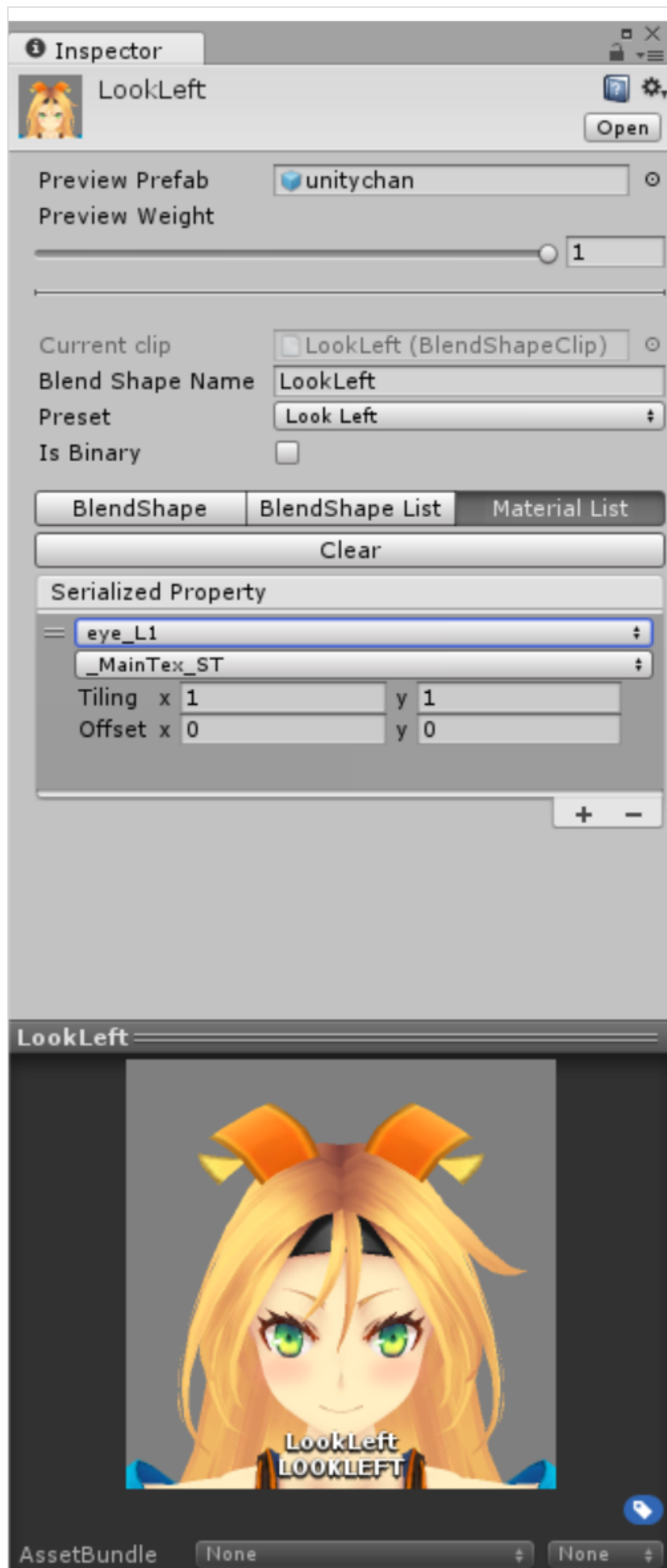
Serialized Property + " " "

eye\_L1 (MainTex\_ST ( ))

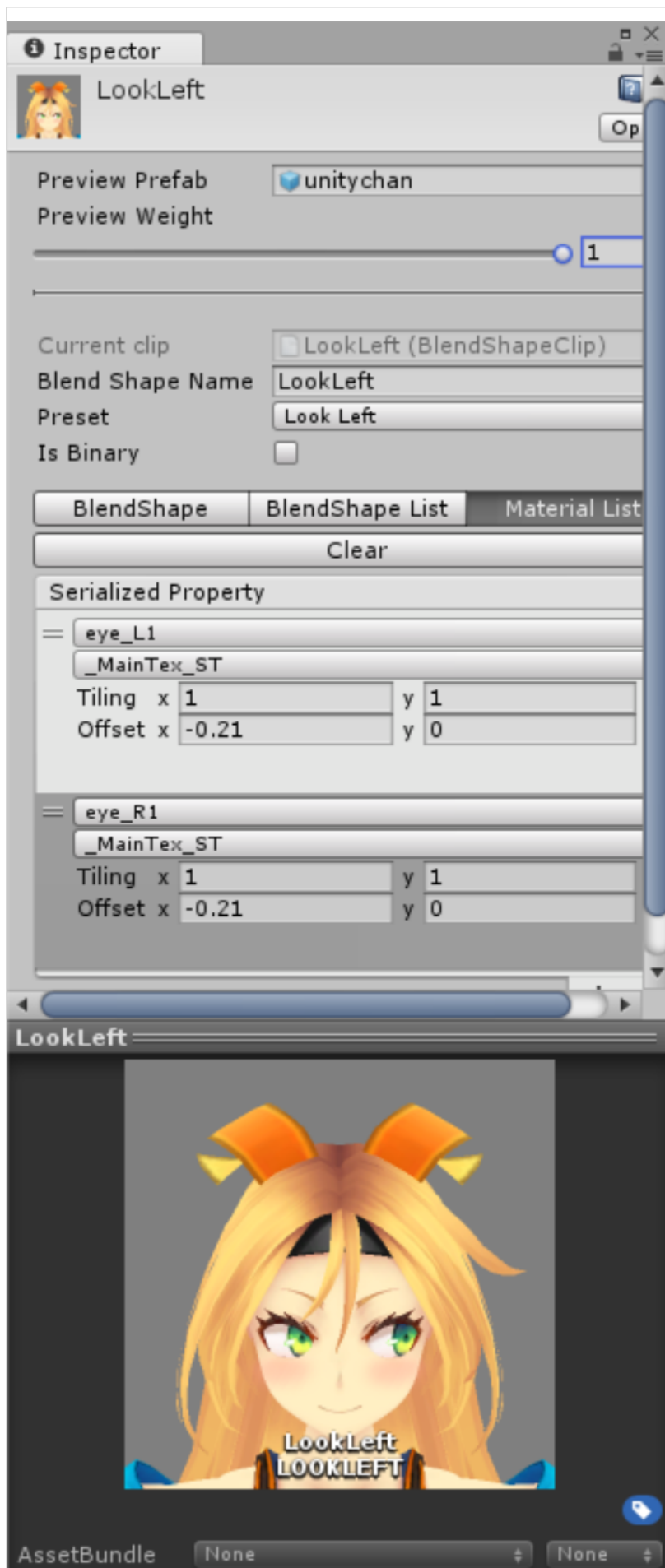
Tiling = 1, 1 , Offset = 0, 0

```

MainTex_ST_S
MainTex_ST_TX
```



- 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  
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