

VRMC_vrm: expression

VRM BlendShape Expression

BlendShape
BlendShape Unity MorphTarget BlenderShape

Presets

	VRM0	VRM1
	joyjoy fun	happy
	angry	angry
	sorrow	sad
	funjoy fun	relaxed
	()	surprised
	a	aa
	i	ih
	u	ou
	e	ee
	o	oh

- `overrideMouse()``overrideLipSync()` `overrideBlink()`
- `VRM0` `materialBind()` `MaterialColorBind()` `TextureTransformBind()`

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