



- [\[MMD\]](#)
- [\[\]](#)
- [\[\]](#)
- [\[\]](#)

Animator MMD

(Animator Locomotion Control)



-
-

Animator MMD [DMMMD](#)

” -”””



1

(”Vorbis”)()

2

””(: Audio Source)

”AudioClip”””1””0”””””””(20)

3()

[DMMMD](#)

4



Action

Action Entry-WaitForActionOrAFK-Prepare Standing Prepare Standing |
Animator Locomotion Control Locomotion Control Disable |
(VRCEmote 1 VRCEmote 1)
(BlendOut Stand) Animator Locomotion Control Locomotion Control Enable

FX

FX Int VRCEmote
Action (VRCEmote 1) Action (VRCEmote 1)



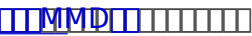
VRCEmote Int



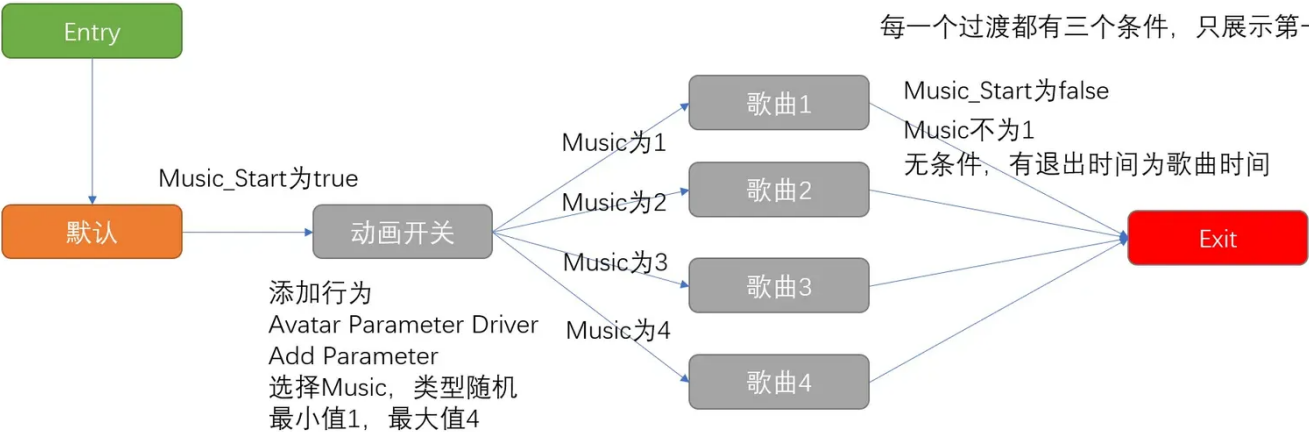
Toggle Parameter VRCEmote Action (1)



(Avatar Parameter Driver)



□□	□□□(FX□)	□□	□□
□□(Bool) □□“Music_Start”	□□	□□	□□□□□□□□
□□□□(Int) □□“Music”	□□	□□(□□□□□□□□□□ □□□□□□□□□□)	□□□□□□□□



VRC

1

Toggle Music_Start

2

Toggle Music_Start

(Toggle Music)

3

Toggle Music 0

()



(Avatar Parameter Driver)



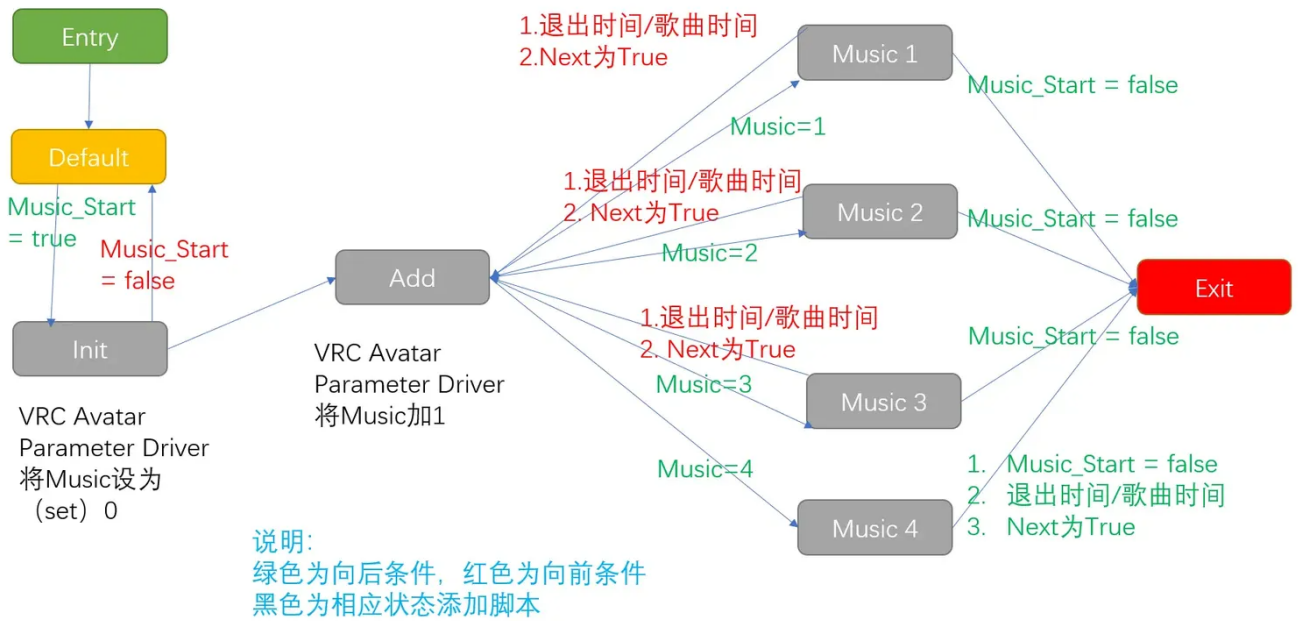
MMDD



	FX		
(Bool) "Music_Start"			
(Int) "Music"		()	
(Bool) "Next"		()	



1



□VRC□□□□□□□□□□

1□□□□□□□□□□

□□□□□“Toggle”□□□□“Music_Start”□□

2□□□□□□□□□□□□□□

□□□□□□□□

□□□□□□□□□□“Toggle”□□□□“Music_Start”

□□□□□□(□□□□)“Toggle”□□□□“Music”□□□□□□□□

3□□□□□□□□

□□□□“Button”□□□□“Next”



□□□□□□□□(script)□□□□□□□□



VRChat[]



□□□□□(Looping)□□□□□□□□□



FX□





Unity160

2404



(Mesh)

Action



Start



WaitForActionOrAFK Prepare Standing Start true (Has Exit Time)



Prepare Standing - BlendOut Stand



Prepare Standing - Start true

BlendOut Stand 1



BlendOut Stand VRC Avatar Parmeter Driver Start false

FX□



```

    Bool Start Action

```

[illegible]

Default Hide Start

Entry - Default - Hide - Start



Default - Hide ☐ 0.1

Hide - Start 0.2



Hide VRC Avatar Parmeter Driver Start true



Default - Hide

Hide - Start