



- [\[Icon\]](#)
- [Blender](#)
- [PC](#)



 [VR Labs Marker | !\[\]\(21ece2018b00c7267b3324c50bbed633_img.jpg\) - VRLabs - BOOTH](#)

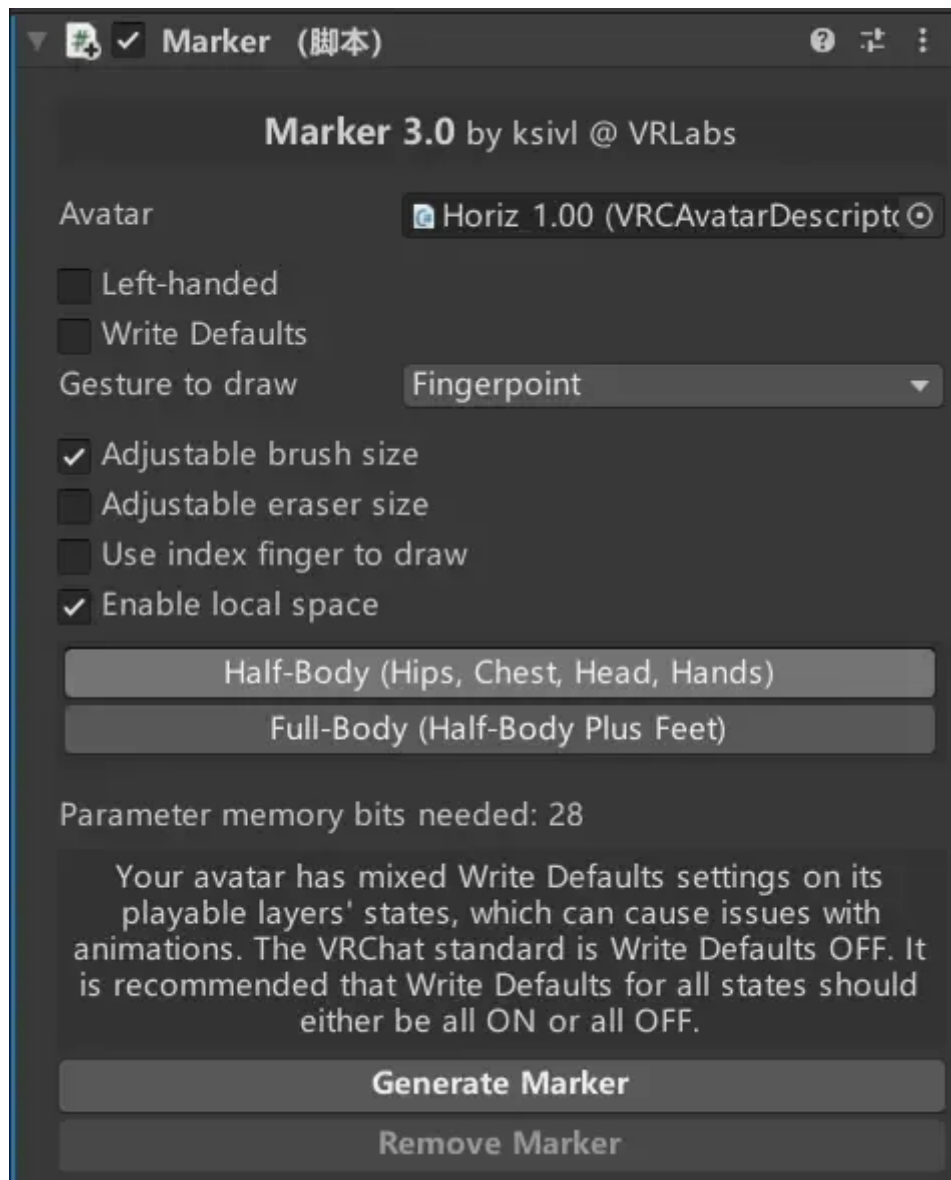


 13



 "Assets-VRLabs-Marker"  "Marker.cs"  " "  " "  " " 





Avatar[]

Left-handed[]

Write Defaults[]

Gesture to draw[]point

[]

Adjustable brush size[]

Adjustable eraser size[]

Use index finger to draw[]

Enable local space[]

Blender



Blender



Shift+

CTRL+



Fix Model Fix

H

CATS - Model Option - Separate by -

1





TAB

Shift+CTRL+

CTRL+L

X TAB



2

ALT+H

TAB

- Shift+G
- CTRL

X TAB

A H

Neck



MMD Texture Texture



1

[Shift CTRL+] □□□□



G X/Y/Z X/Y/Z

2

--	--	--

CATS - Custom Model Creation

☐ Merge Armatures ☐

Base/ To Merge

3

CATS [Model Option - Separate by - []



TAB

P E

--	--	--	--	--	--	--	--



TAB 



CATS - Model Option - Separate by - 

TAB [P H I

2

A diagram of a keyboard layout. On the left, there is a 'Shift' key. To its right is a row of 16 empty square keys, representing a standard QWERTY keyboard layout.

CTRL + 

PC

Two Axis Puppet



My Pan[PC_Arm_Moving.unitypackage](#)



 Unity 

Arm_Rigth




- 

Bool  Arm_Right_Toggle  Reset_Right

Float  Arm_1  Arm_2

- 


 Avatar 

Default -  Arm_Right_Toggle=True -  BlendTree -  Reset_Right=True -  Resrt -  Reset_Right=False -  Default

- BlendTree

Arm_1  Arm_2

2D Freeform Directional()

6  Add Motion Field

Motion	Pos X	Pos Y
ArmDefault	0	0
ArmLeft	-1	0

ArmRight	1	0
ArmUp	0	1
ArmDown	0	-1
ArmRightUpLeft	-0.75	0.75

- 



TypeTwo Axis Puppet

ParameterArm_Right_Toggle

Parameter HorizontalArm_1

Parameter VerticalArm_2



TypeButton

ParameterReset_Right

Arm_Both



- 

BoolArm_Both_Toggle

FloatArm_1Arm_2

- 

Avatar

Default - Arm_Both_Toggle=True - BlendTree

BlendTree - Arm_Both_Toggle=False - Default

- BlendTree

Arm_1Arm_2

2D Freeform Directional(□□□□□)

7Add Motion Field

Motion	Pos X	Pos Y
ArmBothDefault	0	0
ArmBothLeft	-1	0
ArmBothRight	1	0
ArmBothUp	0	1
ArmBothDown	0	-1
ArmBothUpLeft	-0.5	0.5
ArmBothLeftDown	-0.5	-0.5

-

TypeTwo Axis Puppet

ParameterArm_Both_Toggle

Parameter HorizontalArm_1

Parameter VerticalArm_2