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Empty  Animator                          

Project

From Selected Clip

Animator



Animator

| | |
|----------------|-----------------|
| | |
| Motion | Animation |
| (Speed) | |
| (Multiplier) | Speed * float |
| Motion Time | float0~1() |
| (Mirror) | (Parameter)bool |
| (Cycle Offset) | 0~1 |
| Foot IK | K |
| Write Default | |

Transition



| | |
|------|--|
| | |
| Solo | |
| Mute | |

Solo

Mute

Mute



[illegible]

Make Transition

| | |
|------|----------------|
| □□ | □□ |
| Solo | □□□□□□□□□□□□□□ |
| Mute | □□□□□□□□ |

Solo Mute Mute ☐ ☐ ☐ ☐ ☐

□□□□□□□□□□(□□)□□□□□□(□□□□□□□□□□)

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| | |
| Name Field | |
| Has Exit Time | |

[illegible]

Settings

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|---------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div></div> <div></div> </div> | <div> <div></div> <div></div> </div> |
| <div> <div></div> <div>Exit Time</div> </div> | <div> <div>Has Exit Time</div> <div>true</div> <div>time</div> <div>1</div> <div>state</div> <div>3</div> <div>4</div> <div>50%</div> <div>true</div> </div> |
| <div> <div></div> <div>Fixed Duration</div> </div> | <div> <div>"</div> <div>(Transition Duration)</div> <div>"</div> <div>(Trans</div> </div> |
| <div> <div></div> <div>Transition Duration</div> </div> | <div> <div></div> </div> |
| <div> <div></div> <div>Transition Offset</div> </div> | <div> <div>1</div> <div>100%</div> <div>0.5</div> </div> |

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A horizontal number line with 20 equal intervals, labeled from 0 to 20.

A (Interruption Source) Current State

□□□A□□□□□□

| Transitions | Solo | Mute |
|-------------|--------------------------|--------------------------|
| = A -> B | <input type="checkbox"/> | <input type="checkbox"/> |
| = A -> C | <input type="checkbox"/> | <input type="checkbox"/> |
| = A -> D | <input type="checkbox"/> | <input type="checkbox"/> |

[Ordered Interruption [] [] [] [] A->B [] [] [] []

A → B ~~A → C~~ ~~A → D~~

- Ordered Interruption

□□□□A->B□□□□□□□□□□A->C□□□□A->B

□□□□A->D□□□□□□□□A->C□□□□A->C

- Ordered Interruption

$A \rightarrow B \mid A \rightarrow D \mid \dots \mid A \rightarrow C$

□□A->B□A->D□□□□□□□□□□A->B□□□□□□□□

Next State()

| Interrupt | Interrupt Source | Next State |
|-----------|------------------|------------|
| A | A | B |
| A | A | D |
| A | A | C |

□□□□□A->B□□□□□B->D□□□A->C□□□□□□□□□□D

Ordered Interruption $(A \rightarrow B \mid A \mid B \mid B) \mid B$

| Transitions | Solo | Mute |
|-------------|--------------------------|--------------------------|
| ⇒ B → C | <input type="checkbox"/> | <input type="checkbox"/> |
| ⇒ B → D | <input type="checkbox"/> | <input type="checkbox"/> |

□□B->C□B->D□□□□□□□□□□B->C

Current State Then Next State()

| Interrupt | Source | Current State | Then | Next State | Interrupt | Source | Current State | Then | Next State |
|-----------|--------|---------------|------|------------|-----------|--------|---------------|------|------------|
| 0000 | A | 0000 | 0000 | 0000 | 0000 | A | 0000 | 0000 | 0000 |
| 0001 | B | 0000 | 0000 | 0000 | 0001 | B | 0000 | 0000 | 0000 |
| 0010 | | 0000 | 0000 | 0000 | 0010 | | 0000 | 0000 | 0000 |
| 0011 | | 0000 | 0000 | 0000 | 0011 | | 0000 | 0000 | 0000 |
| 0100 | | 0000 | 0000 | 0000 | 0100 | | 0000 | 0000 | 0000 |
| 0101 | | 0000 | 0000 | 0000 | 0101 | | 0000 | 0000 | 0000 |
| 0110 | | 0000 | 0000 | 0000 | 0110 | | 0000 | 0000 | 0000 |
| 0111 | | 0000 | 0000 | 0000 | 0111 | | 0000 | 0000 | 0000 |
| 1000 | | 0000 | 0000 | 0000 | 1000 | | 0000 | 0000 | 0000 |
| 1001 | | 0000 | 0000 | 0000 | 1001 | | 0000 | 0000 | 0000 |
| 1010 | | 0000 | 0000 | 0000 | 1010 | | 0000 | 0000 | 0000 |
| 1011 | | 0000 | 0000 | 0000 | 1011 | | 0000 | 0000 | 0000 |
| 1100 | | 0000 | 0000 | 0000 | 1100 | | 0000 | 0000 | 0000 |
| 1101 | | 0000 | 0000 | 0000 | 1101 | | 0000 | 0000 | 0000 |
| 1110 | | 0000 | 0000 | 0000 | 1110 | | 0000 | 0000 | 0000 |
| 1111 | | 0000 | 0000 | 0000 | 1111 | | 0000 | 0000 | 0000 |

□□A->B□□□□□□□□A->C, A->D, Ordered Interruption□

[illegible]


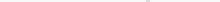
Current State Then Next State()

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|-------------------------------|-------------------------------------------------|
| □□ | □□ |
| Ordered Interruption | □□□□□□□□□□ |
| □(None) | □□□ |
| Current State | □□□□□□□□□□□□□□□□ |
| Next State | □□□□□□□□□□□□□□□□ |
| Current State Then Next State | □□□□State□□□□□□□□□□□□State□□□□□□□□□□□□State□□□□ |
| Next State Then Current State | □□□□State□□□□□□□□□□□□□□ |

Condition

- Has Exit Time Exit Time Exit Time 
- 

| | |
|---------|-------------------------|
| Int | Greater<Less=NotEqual!= |
| Float | Greater>Less< |
| Bool | true or false |
| Trigger | true |

Has Exit Time Exit Time true state

```

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] Has Exit Time [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] ([ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ])

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| Trigger | VRChat | | | | | | | | |
|---------|--------|--|--|--|--|--|--|--|--|