

PC

Two Axis Puppet



My PanPC_Arm_Moving.unitypackage

Unity

Arm_Rigth

-

BoolArm_Right_ToggleReset_Right

FloatArm_1Arm_2

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Avatar

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

- BlendTree

Arm_1Arm_2

2D Freeform Directional()

6Add 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

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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

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TypeTwo Axis Puppet

ParameterArm_Both_Toggle

Parameter HorizontalArm_1

Parameter VerticalArm_2

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