

SDK2 SDK3



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(prefab)

“Transform” “Animator”

SDK3

1

“VRC Avatar Descriptor” “View” “Edit” Unity “Return”

2 “Viseme”

“VRC Avatar Descriptor” “LipSync” “Auto Detect”

“Body” “Body” “Face” “Mode” “Viseme Blend Shape” “Face” “Face



“VRC Avatar Descriptor”

Revision #1

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