

# State Behaviors



“-” “” “” “” VRC

## Animator Layer Controller



(1)

	Purpose()
(Playable)	
(Layer)	(0) (1)
Goal Weight	
Blend Duration	Define the time period (in seconds) that you want the blend to take. 0 means instant.

Debug String	<div></div>
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# Animator Locomotion Control



PCVR

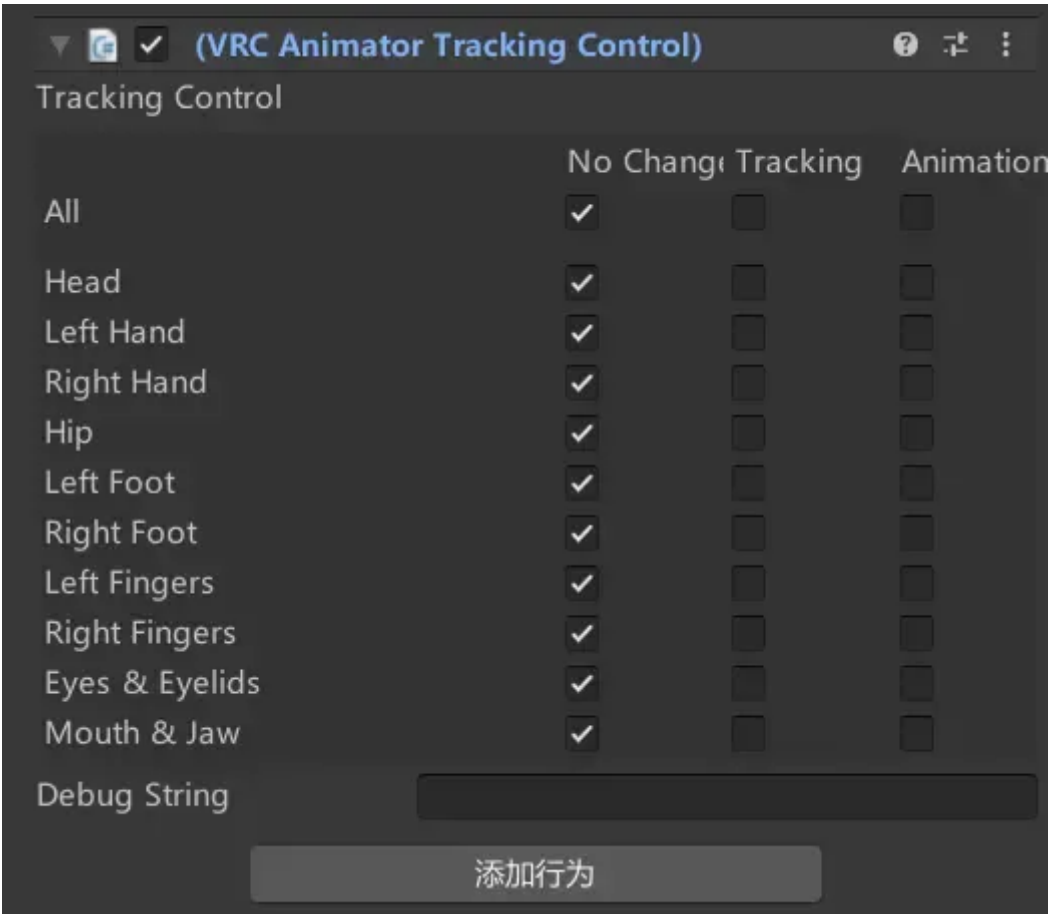
<div></div>	Purpose( <div></div> )
Locomotion Control	<div></div> “Disable” <div></div>
Debug String	<div></div>

# Animator Temporary Pose Space



Pose Space	“Enter”[ ]“Exit”[ ]
Fixed Delay	[ ]“Delay Time([ ])”[ ]
Delay Time	[ ]
Debug String	[ ]

# Animator Tracking Control



[ ]Google[ ]+[ ]

[ ]

Animator Tracking Control [ ] IK [ ]“No Change”[ ]“Tracking”[ ]

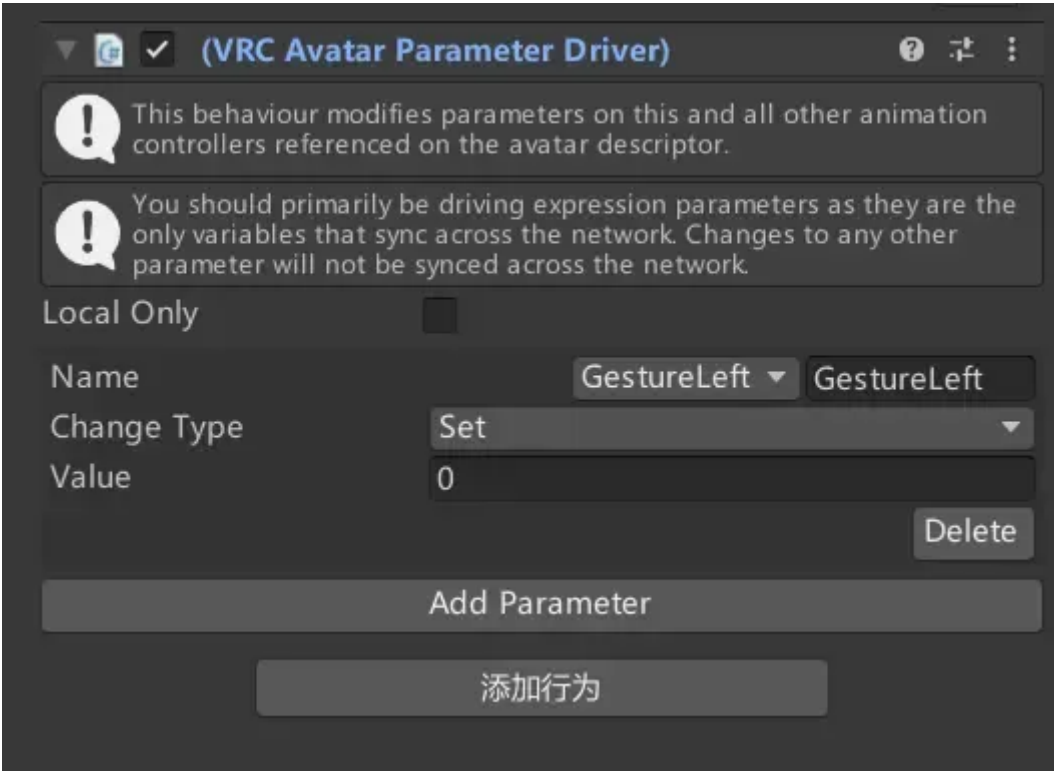
[ ] IK [ ]Animation[ ] IK [ ]“IK [ ]”[ ]

- PC[ ]
- 3pt [ ]
- 6pt / FBT [ ]

[ ] Eyes and Eyelid [ ] IK [ ] visemes [ ]

Left Hand Right Hand Animation IK Tracki  
Eyes & Eyelid Animation Eyes & Eyelid Tracking  
Mouth and Jaw Animation(visemes)Mouth and Jaw(visemes)

# Avatar Parameter Driver



	Purpose()
Add Parameter ()	
Name	
Change Type	
Value	

# Playable Layer Control



Animator Layer Controller

Revision #1  
Created 3 April 2024 08:14:18 by   
Updated 3 April 2024 09:31:29 by