



□□□□ VRC □□□□□□□□□□

[illegible]

▼ View

View Position

X0

Y0.998

Z0.083

Return

LipSync

▼ LipSync

Mode

默认

Auto Detect!

Auto Detect!

“Mode”Viseme Blend ShapeBodyFaceFace Mesh

▼ LipSync

Mode

Viseme Blend Shape

Face Mesh

Body (Skinned Mesh Renderer)

Viseme: sil

vrc.v_sil

Viseme: PP

vrc.v_pp

Viseme: FF

vrc.v_ff

Viseme: TH

vrc.v_th

Viseme: DD

vrc.v_dd

Viseme: kk

vrc.v_kk

Viseme: CH

vrc.v_ch

Viseme: SS

vrc.v_ss

Viseme: nn

vrc.v_nn

Viseme: RR

vrc.v_rr

Viseme: aa

vrc.v_aa

Viseme: E

vrc.v_ee

Viseme: ih

vrc.v_ih

Viseme: oh

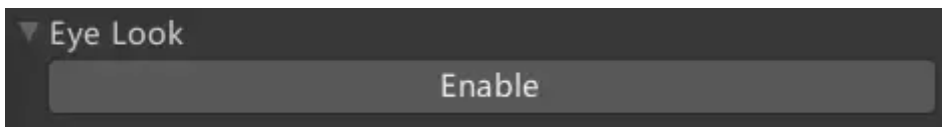
vrc.v_oh

Viseme: ou

vrc.v_ou

Mode

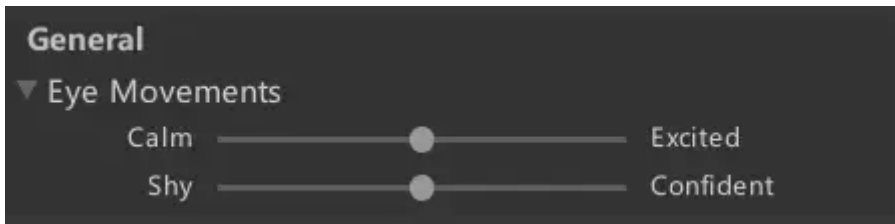
Eye Look



□□□□□□“Enable”□□□□

General

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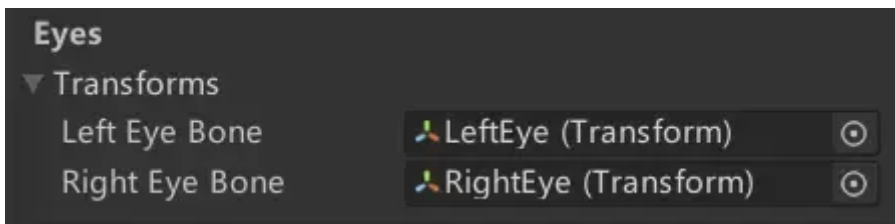
“Calm-Excited” ☐ ☐ ☐ ☐ ☐ ☐

“Shy-Confident”

Eyes

Transforms

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Rotation States

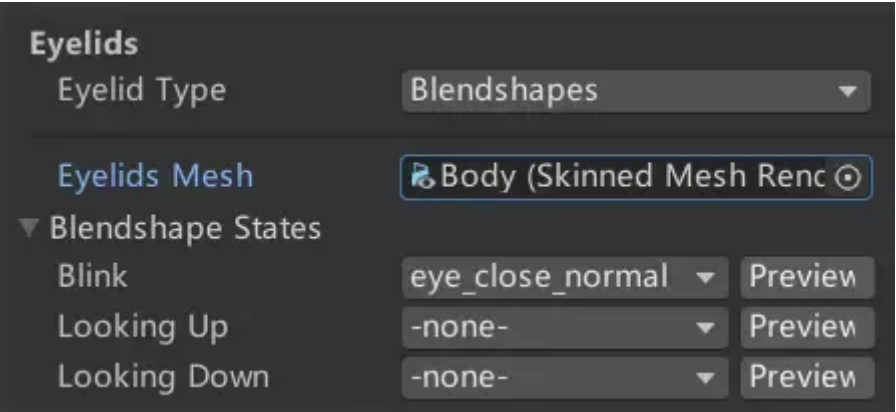


XXXXXXXXXXXX

“Preview”XXXXXXXXXXXX“X”XXXXXXXXXXXX“Return”

Eyelids

XXXXXXXXXX



“Eyelid Type”“Blendshapes”“Body”“Face”“Eyelids Mesh”

“Blendshapes”XXXXXXXXXX

**“Eyes-Rotation”XXXXXXXXXXXX“-none-”

XXXXXXXXXXXX“disable”

Playable Layers

