

Guide to MMD Dance World Full Support Logic

When people made or custom own avatar, I would assume they try and see how it is at MMD dance world which is good way to confirm most of modelling is without issue as movement be non-intentional way.

In the case, if you just enjoy MMD world, you want your avatar's face gesture and mouth synced to world setting?

Yes, you can do that also with Avatar 3.0.

All process carried automatically so you don't need to add expression menu item to toggle it.

(*Only some world supports All feature, most are only support part.)

This guide explains what you need to done for people with general knowledge of Avatar 3.0 and tell you what to do.

Please note: When you read these documents, I assume it is at least custom animation is under working state which means your avatar do dancing when start animation at MMD dance world. If it not works at all, you may have unusual blendshape name which needed to match VRChat standard to make it animate.

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To Start

*Due to multi regional support, latest version uploaded to booth (<https://slord.booth.pm/items/3341221>) at first place but I shall try to update here next to.

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MMD

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[illegible][illegible]

Avatar 3.0

Expression Menu

[illegible][illegible]

*Please note that any state to be used at that time be without motion attached may cause issue. *

*You can put empty animation to slot and avoid this issue if state not has motion. *

*MMD[] [] [] [] [] [] [] [] State Motion [] [] [] [] [] [] [] [] [] [] *

A horizontal bar divided into 10 equal segments, with an asterisk at each end.



1. Make "InStation" bool, this will be used to detect you are while dancing or not.
2. Make Any to State1 (Enable MMD mode by InStation bool true) and State2 (Disable MMD

2. Make Any to State1 (Enable MMD mode by InStation bool true) and State2 (Disable MMD mode by InStation bool false) to put everything back before Exit.
3. On State1, you need to force VRC Animator Tracking Control to Full Animation this will make sure your avatar moves without tracking your input.
4. On State1, you also need to disable Locomotion, this is to prevent some fault input.
5. On State2, you need to put it back as it is before. (Settings depends on your favour, find your best with debug menu.)

*As empty motion cause issue, please put empty animation on State1 and default animation or empty animation on state2.

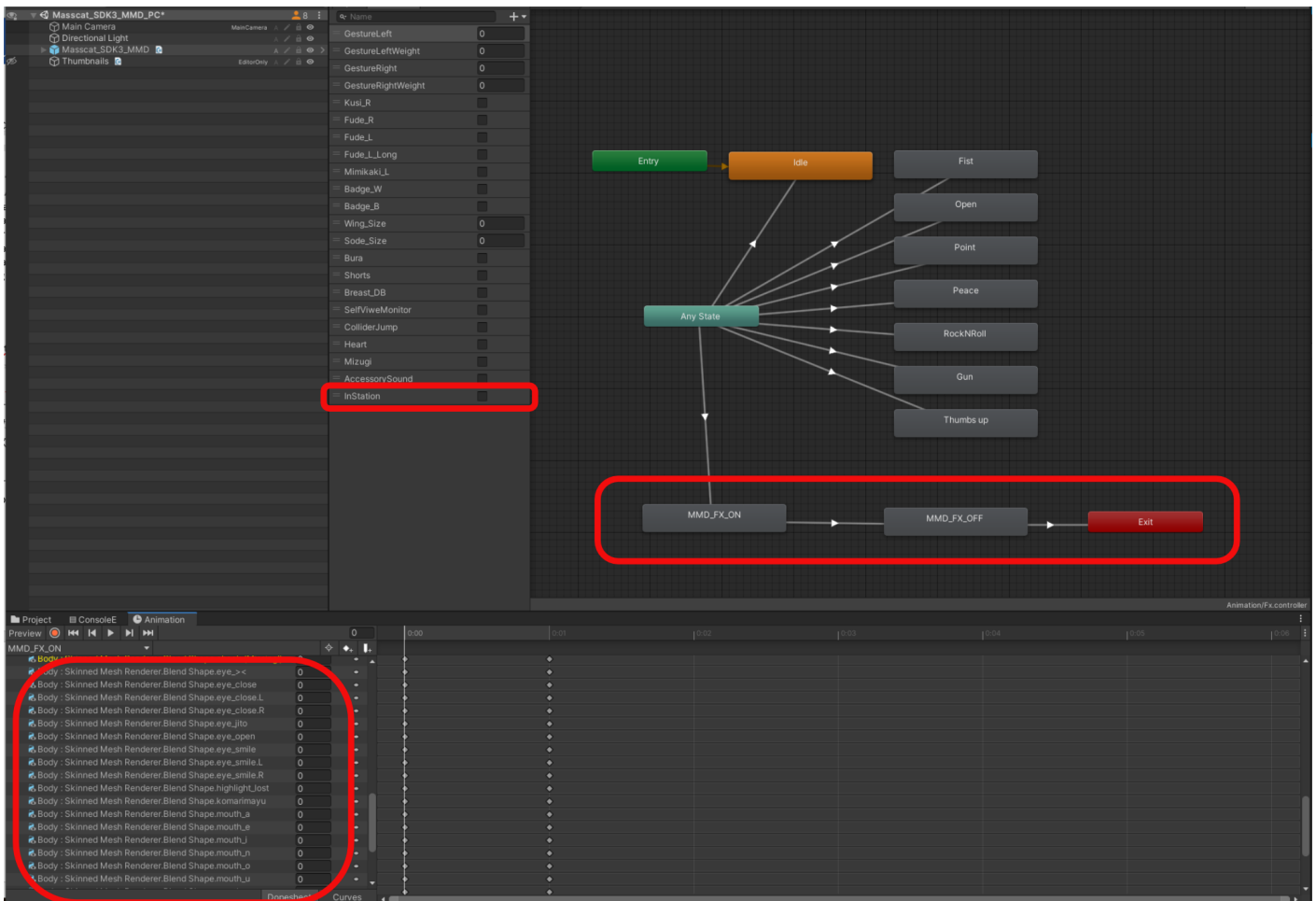
Base Layer

1. "InStation" bool InStation bool
2. Any(1(MMD ON InStation bool True) 2(MMD OFF InStation bool False) Exit)
3. 1 VRC Animator Tracking Control Animation ()
4. 1 Locomotion Control Disable

5. 2 2 ()
Debug Meu)

*Motion 1
2
2

FX Layer



On FX layer, you need to do followings,

1. You need to make "InStation" bool again.
2. Make some kind of transition which makes you override blendshape to all 0 to make your face animated.

(Without making all of blendshape to 0, Face Gesture may not work as MMD world made based on 0.)

FX layer transition depends on avatar and how you configure animator.

But you need to do something to make all blendshape to 0 while InStation bool True while you need to turn back to original if it done. In my case, I add InStation False to all available transition from

Any and make only MMD Mode InStation True then finish by Exit. (Don't forget to reset blendshape before Exit, your Face Gesture may not work if transition not goes well. This part is needed if you are using custom blendshape as default to prevent face blendshape become incorrect when exit.)

FX

1. "InStation" bool

2. Animator Blendshape 0
(0)

InStation False Any InStation True
MMD Exit

(Exit Blendshape
blendshape 0

MMD
0)

Where you can try full animations?

iY MMD World 1.1a — by Iris Alias

https://vrchat.com/home/world/wrld_7d2af18c-e4a1-4084-9cd2-b27432b45980

MMD Dance Stage 0.2B — by Eve

https://vrchat.com/home/world/wrld_4d9d8595-dd4e-4f4a-88f9-2a0e745b38d5

MMD World Dance — by Folon *Limited/

https://vrchat.com/home/world/wrld_87e04d9b-8123-4835-b5b5-ca7b22244ee6

MMD Dance World — by Aeriie *Limited/□□□

https://vrchat.com/home/world/wrld_776a6a37-f307-43f4-aeef-8f151f38dba4

The Sandbox Dance Lounge — by Splinks *WIP/□□□

https://vrchat.com/home/world/wrld_aea5c1d3-7abc-4287-acf8-200279c12700

=Not supported so need to change face blendshape manually=

$$= \frac{1}{n} \sum_{i=1}^n \left(\frac{1}{\sqrt{n}} \sum_{j=1}^n \tilde{\epsilon}_{ij} \right) = \frac{1}{n} \sum_{i=1}^n \left(\frac{1}{\sqrt{n}} \sum_{j=1}^n \tilde{\epsilon}_{ij} \right)$$

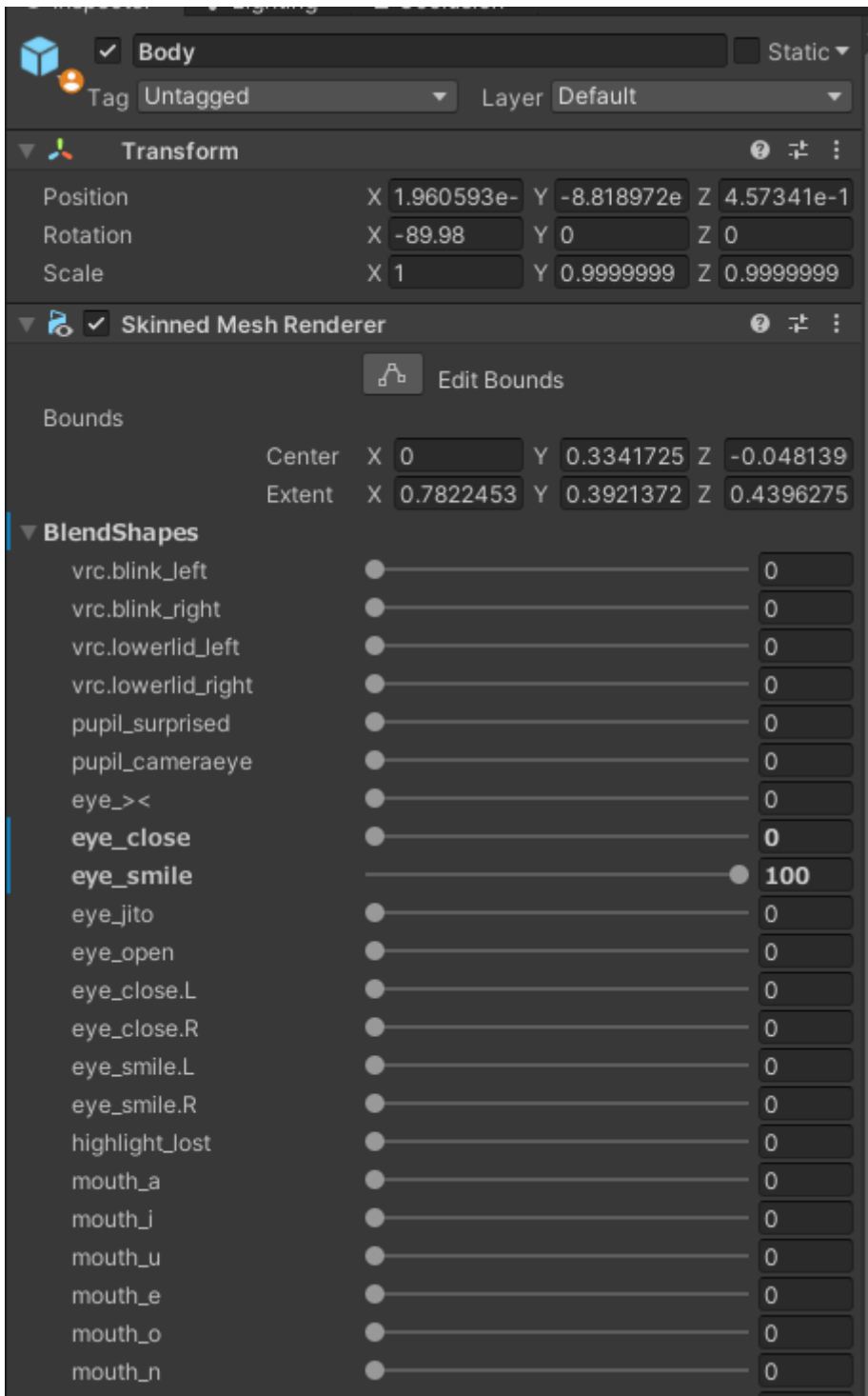
MMD Dance Studio — by Shiftle

https://vrchat.com/home/world/wrld_66cc6289-1968-4d56-9f9f-5f8cd77bb192

MMD Dance World — by .MyPзиK.

https://vrchat.com/home/world/wrld_c3386be2-56c3-4123-bcf6-3119c3cffe7a

Reference



(Sample Picture)

GameObject contain Face mesh required to be named as "Body" on FBX level.

```

GameObject[ ] FBX[ ] Body[ ] (FBX
)

```



Body[] GameObject[]

Please find attached link below to find Japanese and English MMD Morph Name.

*Japanese Version MMD Morph / MMD * ()

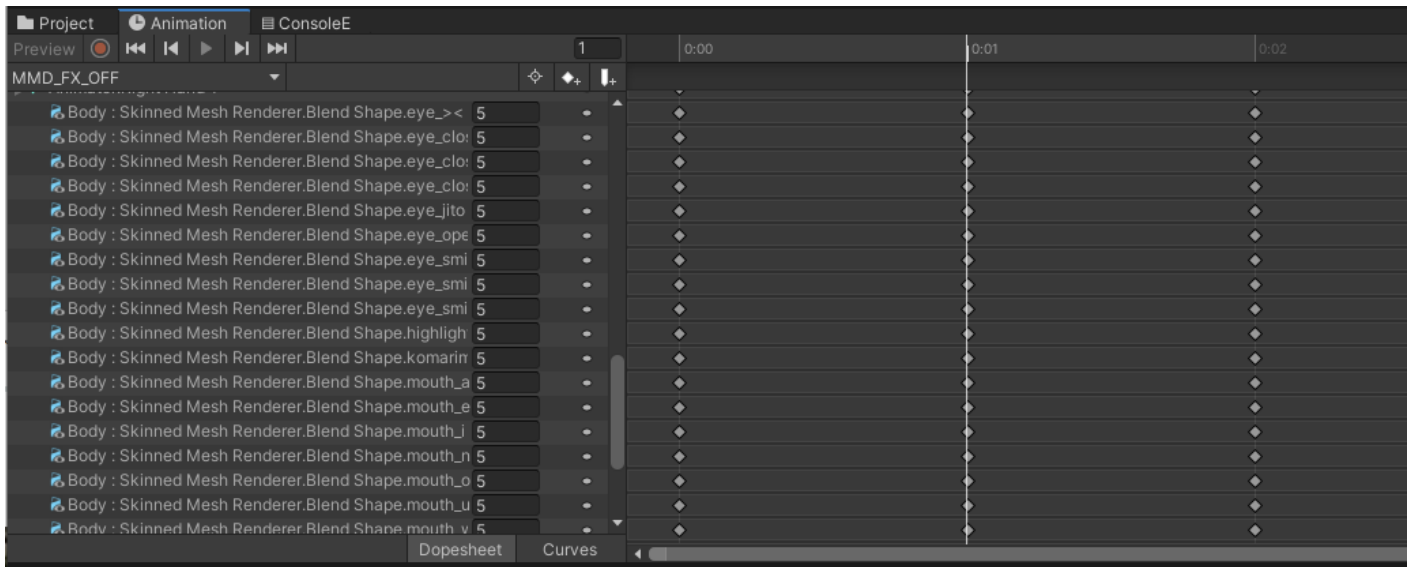
https://docs.google.com/spreadsheets/d/1DnkY4-nKIOjzpk1CPynX5_3_fznUQ-XdpVZm9mmt68o/edit#gid=0 ()

<https://images-wixmp-ed30a86b8c4ca887773594c2.wixmp.com/i/0b7b5e4b-c62e-41f7-8ced-1f3e58c4f5bf/d5nbmvp-5779f5ac-d476-426c-8ee6-2111eff8e76c.png>

*

"Playable Layer"  Gesture

=MMD FX END=



When MMD animation done (or respawn in middle), there is bug on some worlds that blendshape not reset properly, as result your avatar not animate from 2nd songs onwards. To resolve this situation, put small value to override all blendshape (smaller value will not have visible difference so will prevent false face, prefer to be value not used by your default blendshape) then reset to your default face value.

MMD

Blendshape

Credit

If you find any issue with this document,

Feel free to let me know by followings,

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(Continue to next page, ██████████)

=Documents Maintainer Info / ██████████ =

Twitter: @slord399

Discord: <https://discord.gg/B6SRMag> (Tony_Lewis#1234)

(English is fine. ████████████████████)

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This method originally discovered by Yunity (@hsgwuni) who help me a lot on making this documentation. Thank you for your big support.

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Mimmy(@mimyquality)████████████████████