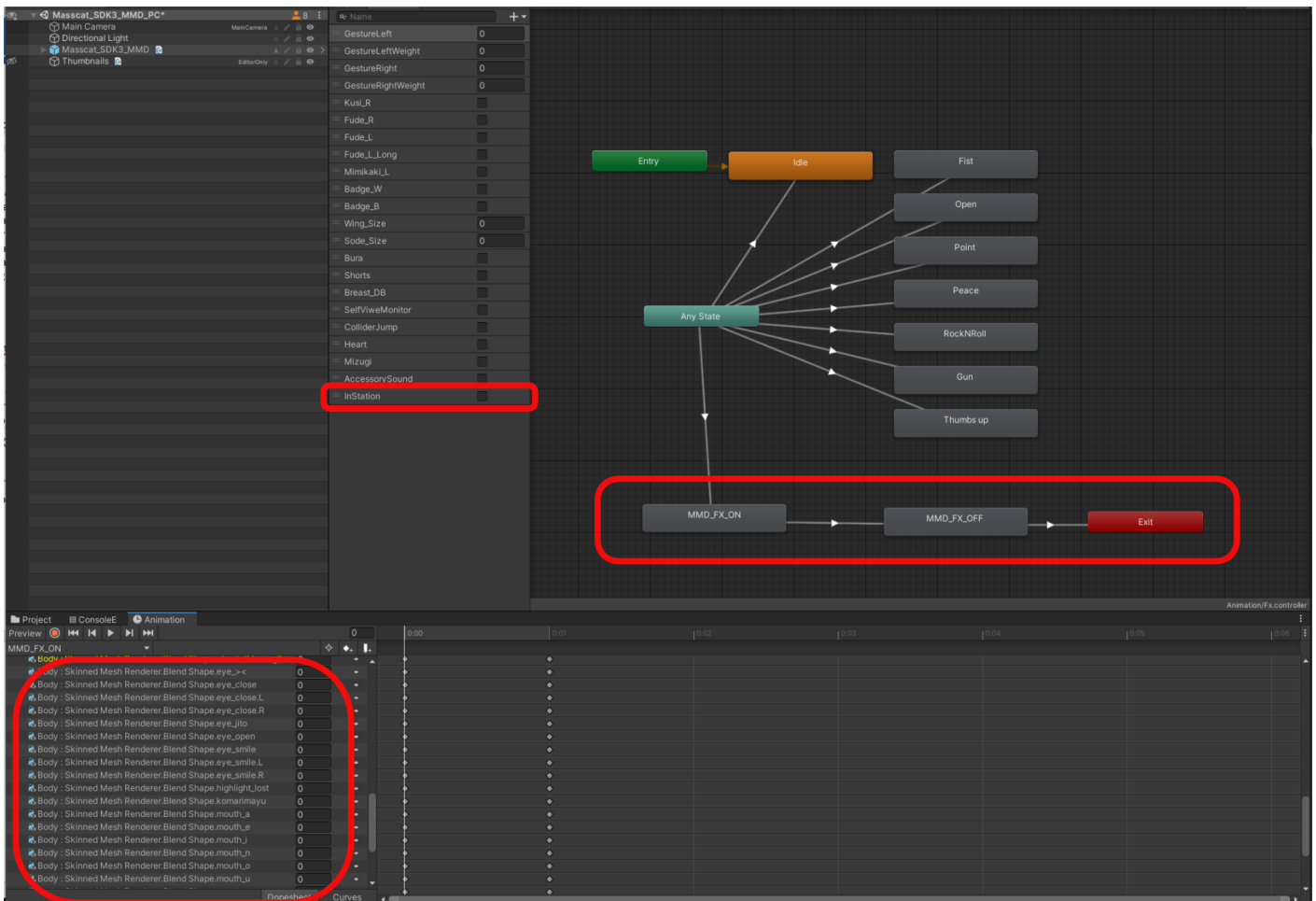


# FX Layer



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

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