

VRCFaceTracking-Templates

Face Tracking Template Setup

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Introduction

This setup will go over how to set up the face tracking template animations to drive blendshapes and eye movements to Unity for VRChat.

Prerequisites

- [VRCFaceTracking](#) v5 setup and working. **Test public face tracking avatars first before doing customs.**
- Avatar with [SRanipal](#), [ARkit](#), and [UnifiedExpressions](#) Blend Shapes - *Case Sensitive*
Note what blendshapes are being used on the avatar.
- Blendshapes on Skinned Mesh Render named **"Body"** in the root of the avatar. You can change the mapping of the animations to other mesh renders but that will not be covered in this guide.
- Avoid unpacking FBX, make sure eye bones are assigned rig configuration before unpacking.

Support

See the avatar-help-forum for advance support on Jerry's Face Tracking [Discord](#)

Face Tracking Menu Controls

Face tracking template has menu controls to allow toggling of the following:

- EyeTrackingActive (Bool) - If true enables all eye tracking animations (VRCFaceTracking) and disables VRChat eye tracking
- LipTrackingActive (Bool) - If true enables all lip tracking animations (VRCFaceTracking)
- VisemesEnable (Bool) - If true enables Visemes.
Tip - Recommend to leave VisemesEnable on with lip tracking as face tracking has network lag and is not useful for talking.
- EyeDilationEnable (Bool) - If true enables dilation

- FacialExpressionsDisabled (Bool) - If true disables facial expressions. This does not do anything within the face tracking template, it is intended to be used in transitions for hand gestures on the FX layer to disable them when either eye or lip tracking is activated.

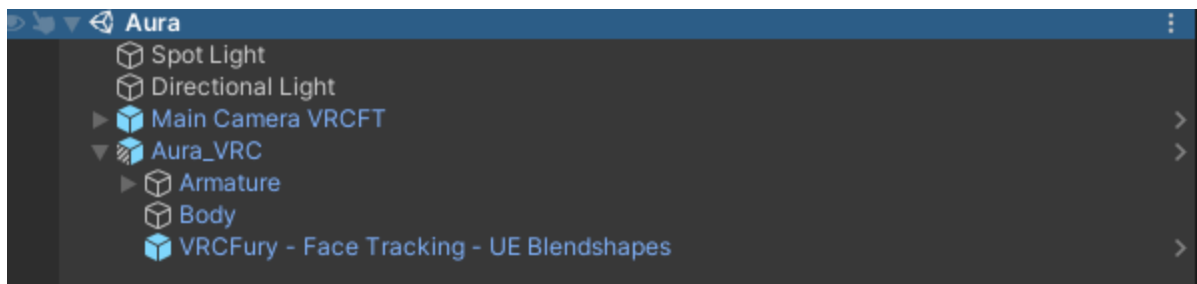
Setup

- ☐ Import [VRCFaceTracking_Templates vX.X.X.Unitypackage](#)
- ☐ Import [VRCFury](#)
- ☐ Go to the **Assets/VRCFaceTracking/Templates** folder. You will see the three different available blendshape VRCFury Face Tracking prefab templates.

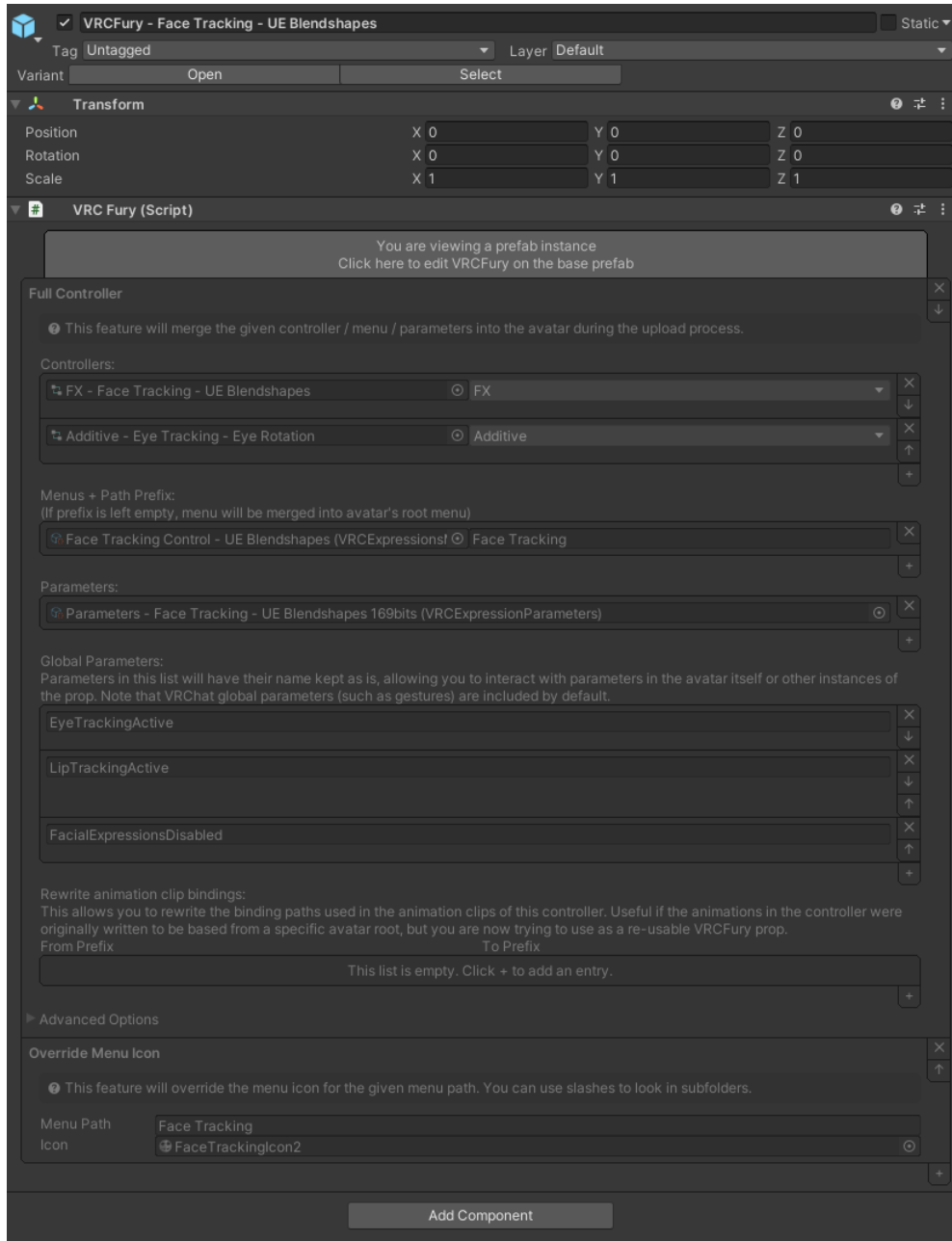
Tip - you can change the view of the project window text on the bottom right slider



- ☐ Drag the corresponding template prefab to the base of the avatar.

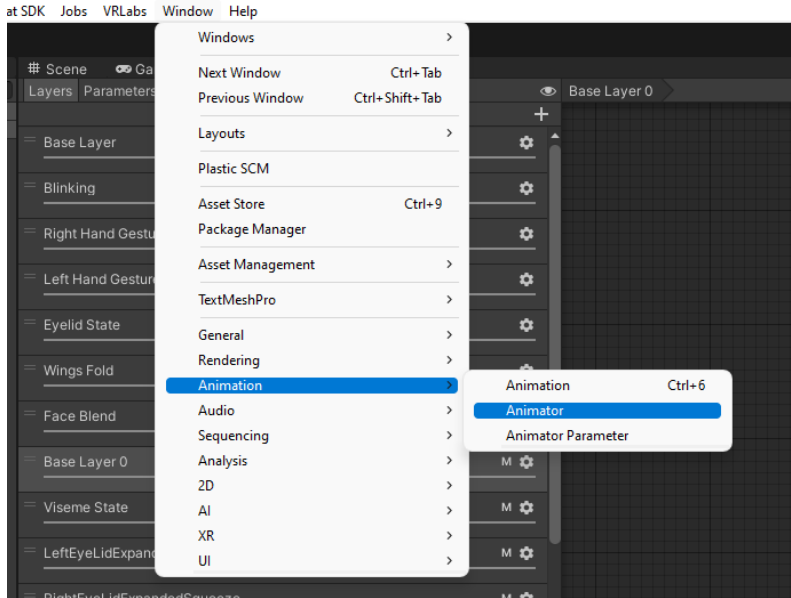


- ☐ In the prefab you can see the details of the Face Tracking template. Note that this example UE template takes 169 bits for the parameters.



Additional Setup

- ☐ Show Animator and Animation Windows

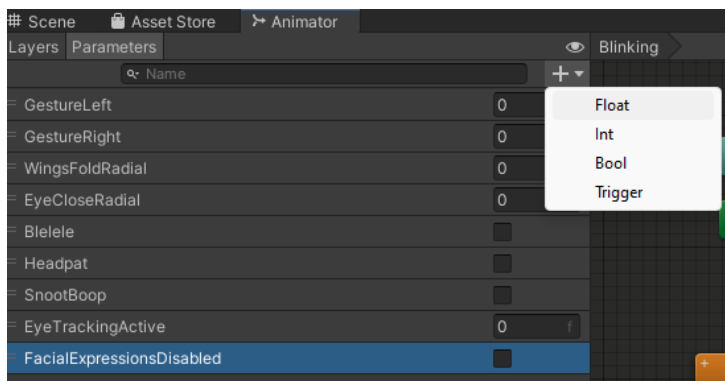


- ☐ Create the following parameters:

EyeTrackingActive (Float)

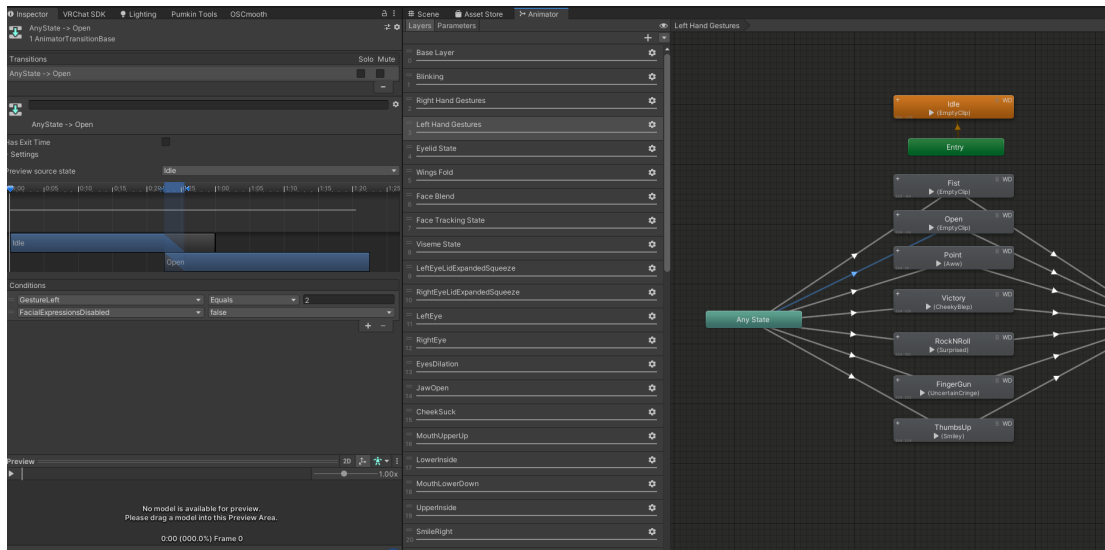
Note - in parameters list EyeTrackingActive is a bool but in the animator it has to be float because of the face tracking template type casting.

FacialExpressionsDisabled (Bool)



- ☐ Add conditions for all hand gestures transitions to disable hand emotes. Click plus icon and add **FacialExpressionsDisabled** and set it to **False**. The toggle will

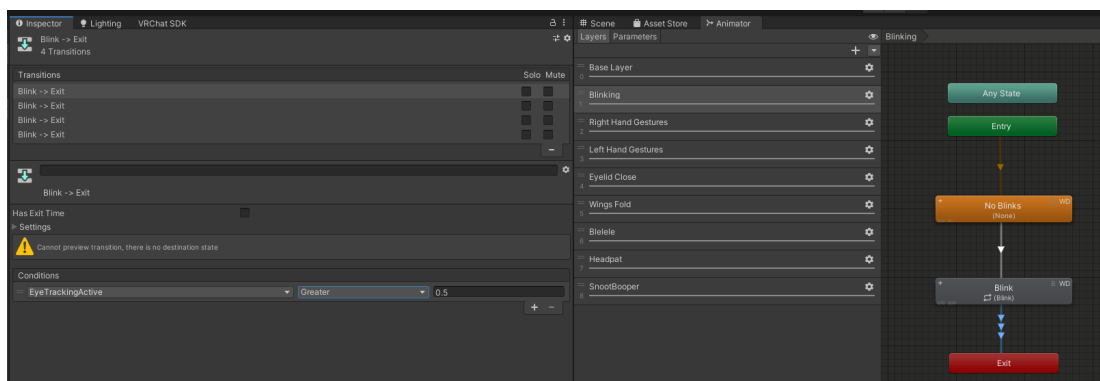
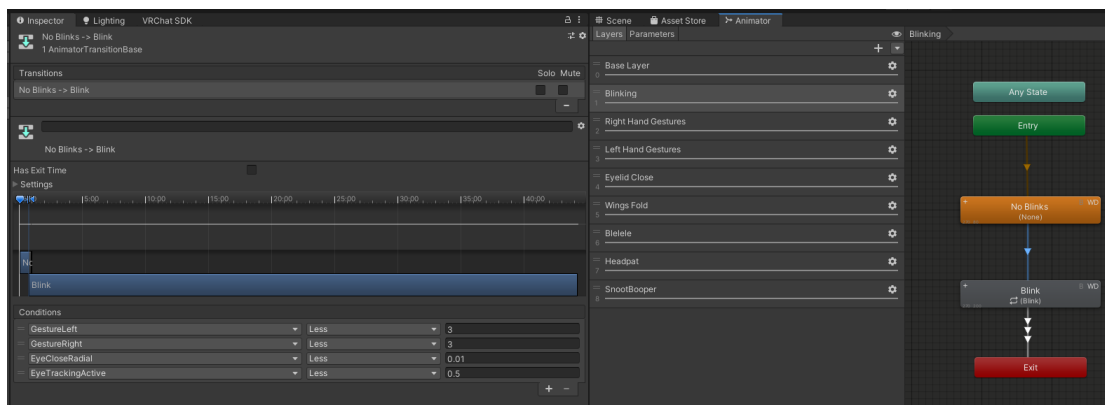
automatically turn off gestures when starting face or eye tracking.



- ☐ If blink is within the FX animator, add transition logic to disable the blinking animation.

EyeTrackingActive Greater 0.5 is equivalent to **True**

EyeTrackingActive Less 0.5 is equivalent to **False**

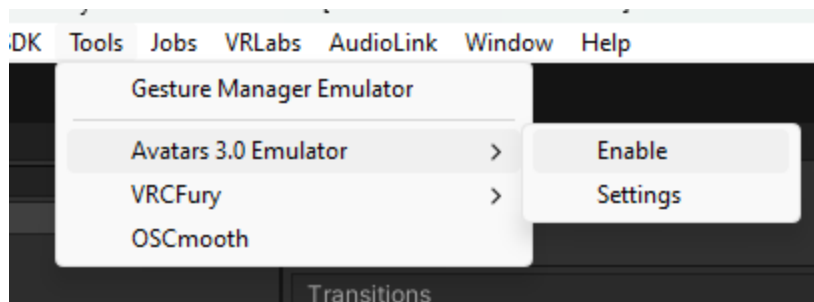


Note the multiple arrows on the exit transitions is equivalent to "OR" logic statement.

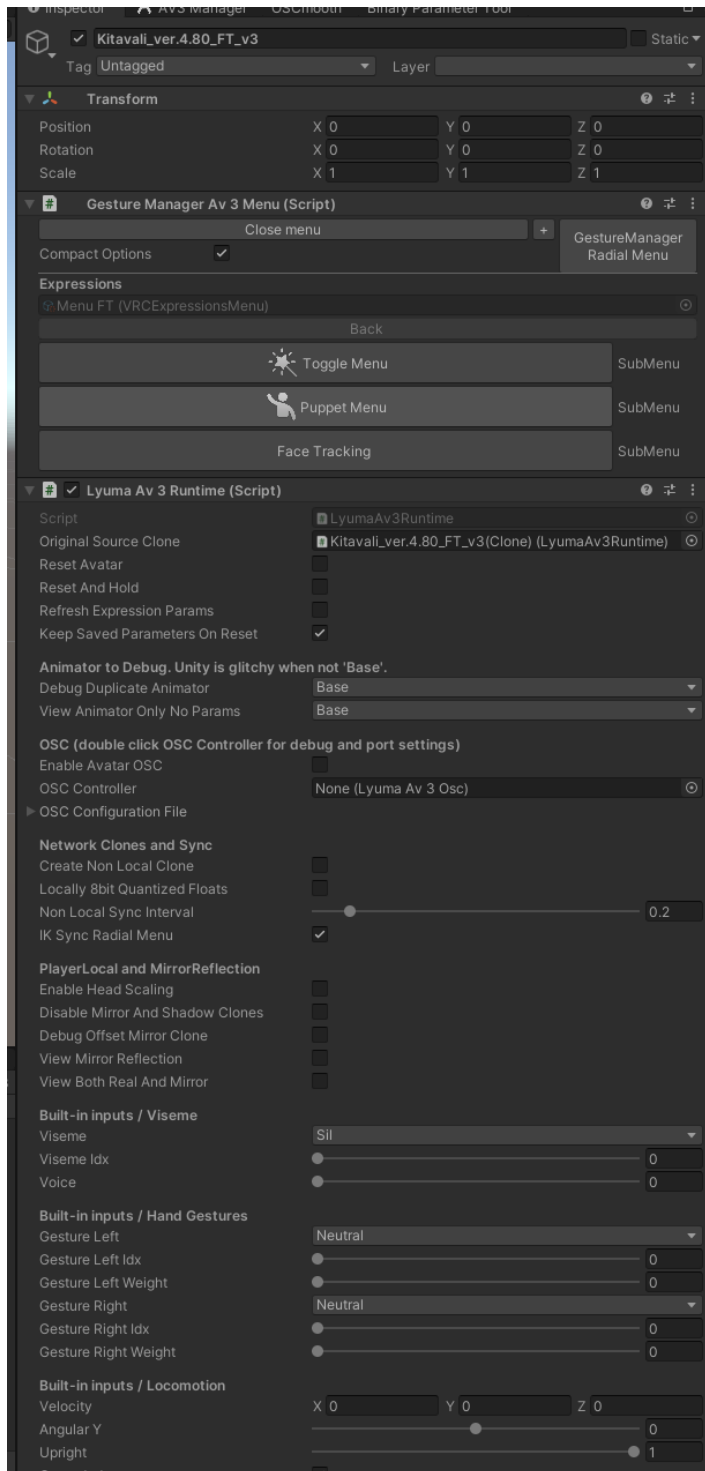
Right click transition from and select make transition then select exit as the destination. Click the exit transition arrows and you will see a new transition added to the list. Expand the settings, uncheck the exit time and change the transition duration desired, this is the time delay for the transition.

Testing in Unity

- ☐ Import [Lyuma Av3Emulator](#)
- ☐ Click on play mode in Unity
- ☐ Enable **Avatar 3.0 Emulator**

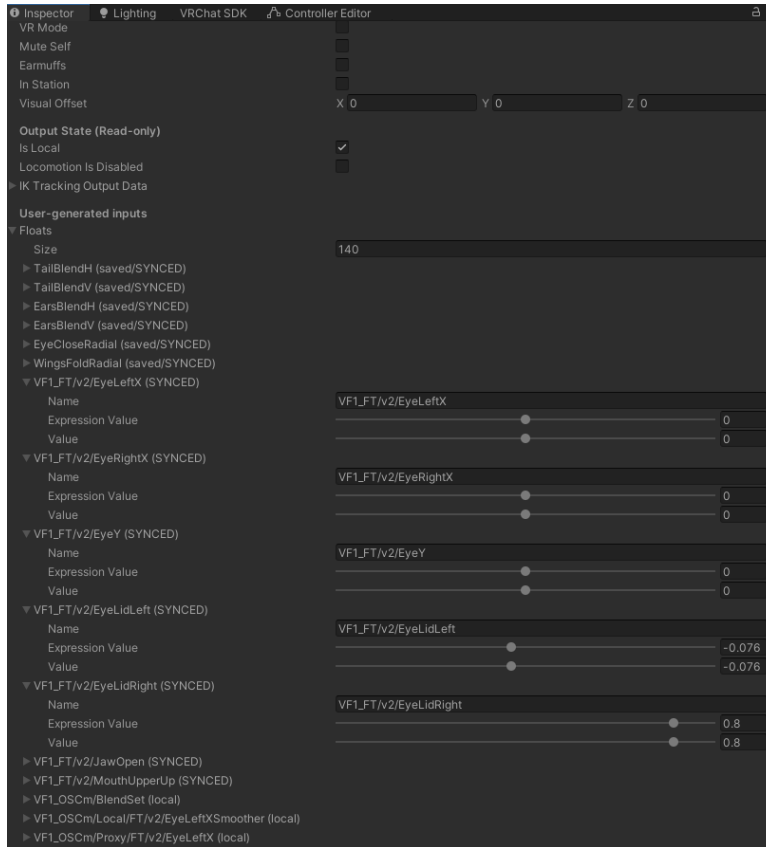


- ☐ Click on the avatar to test. You will see a Gesture Manager Av 3 Menu and Lyuma Av 3 Runtime on the avatar.

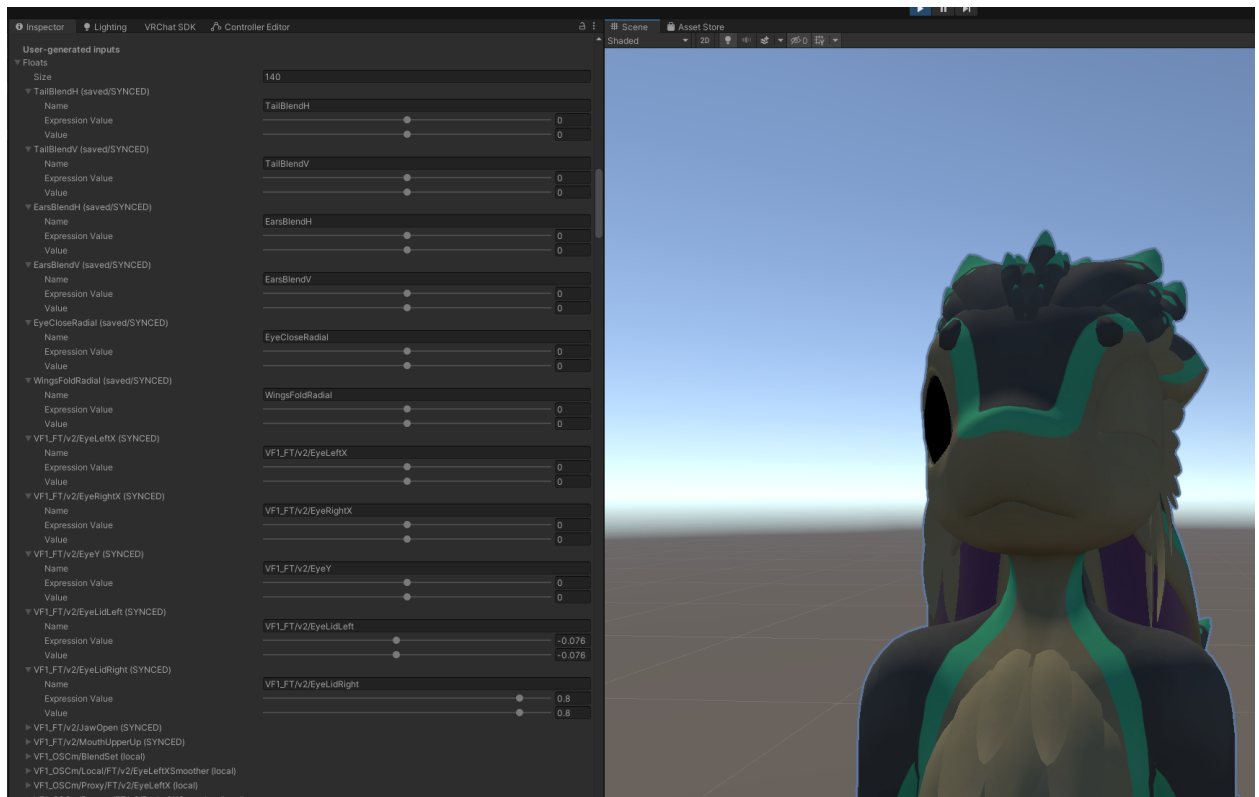


- ☐ Go in menu an enable eye and lip tracking

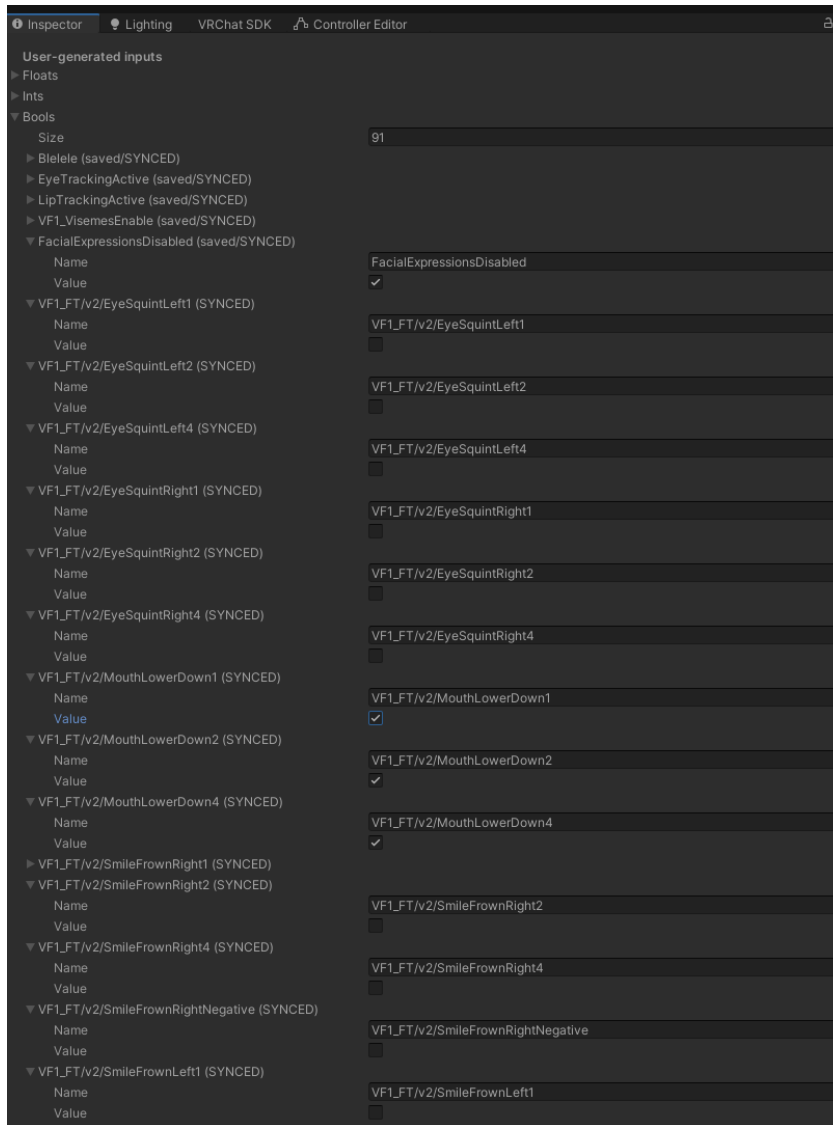
- ❑ Scroll down the inspect to the Use-generated input section and expand floats. Not that the eye tracking parameters state **SYNCED**, the parameters will be network synced in the game



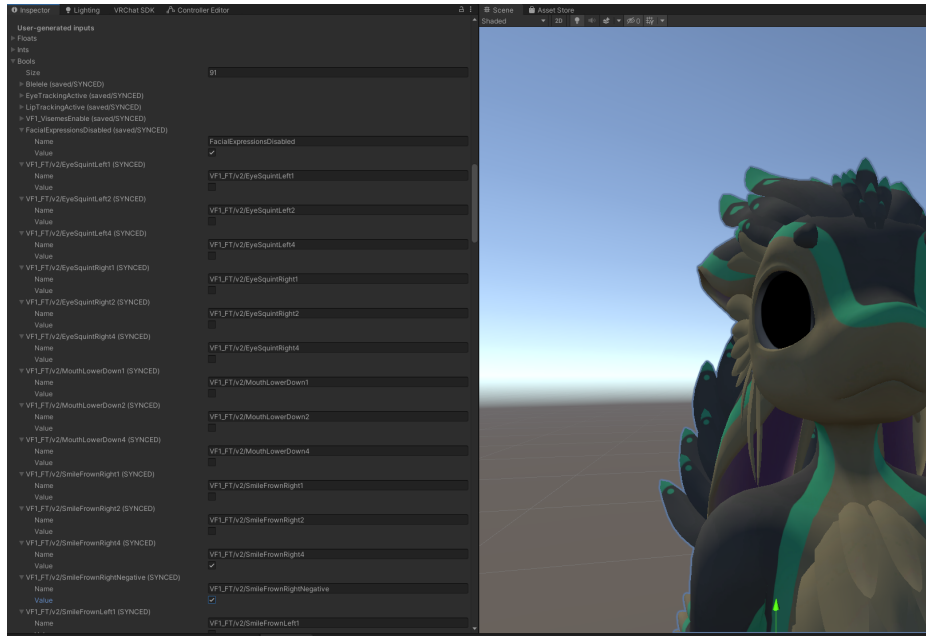
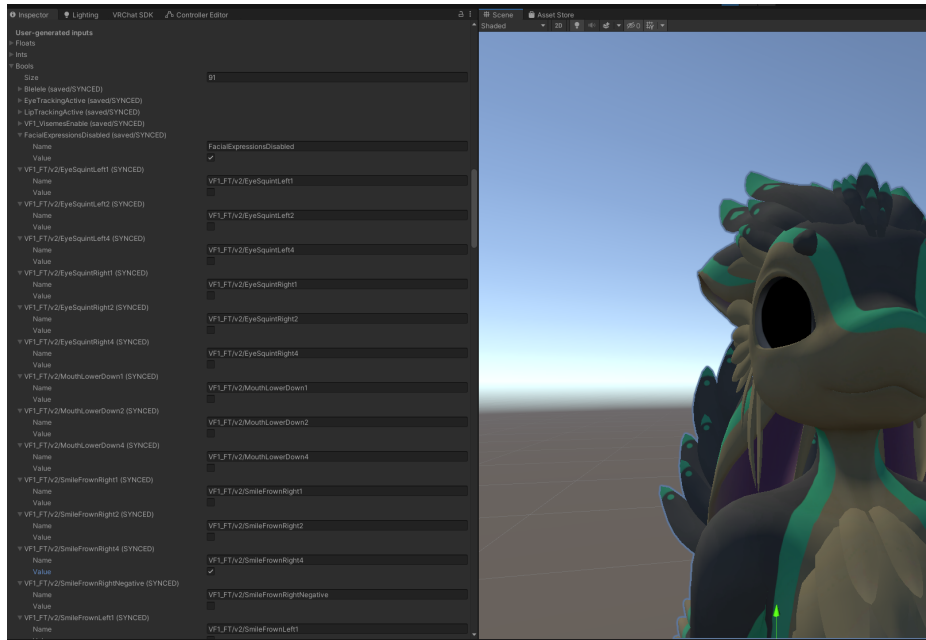
- ☐ Test each of the sync float parameters to see to test that they control the avatar.



- ☐ When done with the float sync parameters now to test the binary parameters. Go to the Booleans section.



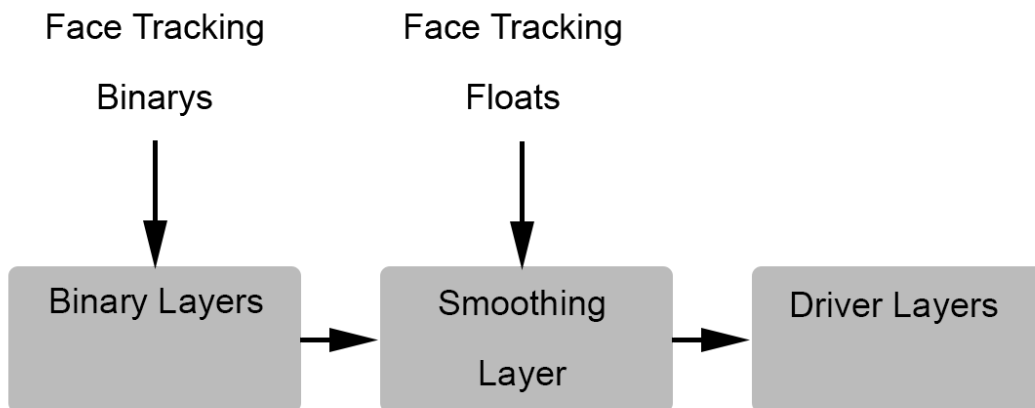
❑ Only need to really test the max values. Show the max bool and negative to test



Understanding How Face Tracking Works

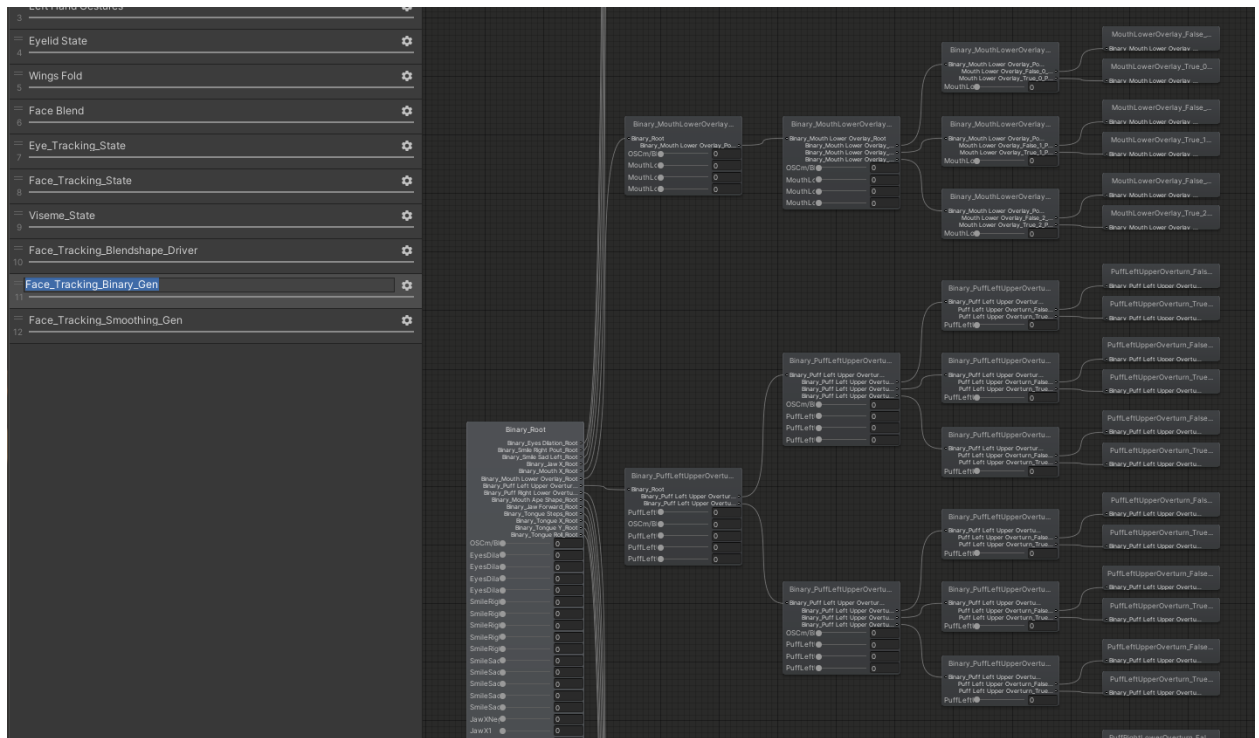
There are three different animation layers with different functions for face tracking in the animator.

1. VRC Face Tracking parameters OSC values come in as floats and bools.
2. Bool's are converted to floats with binary layers
3. Floats are then smoothed with smoothing logic from OSCsmooth to make face tracking not choppy with OSC
4. Proxy values will drive the driver layers to control the face tracking blendshapes/animations i.e. OSCm/Proxy/FT/v2/JawOpen



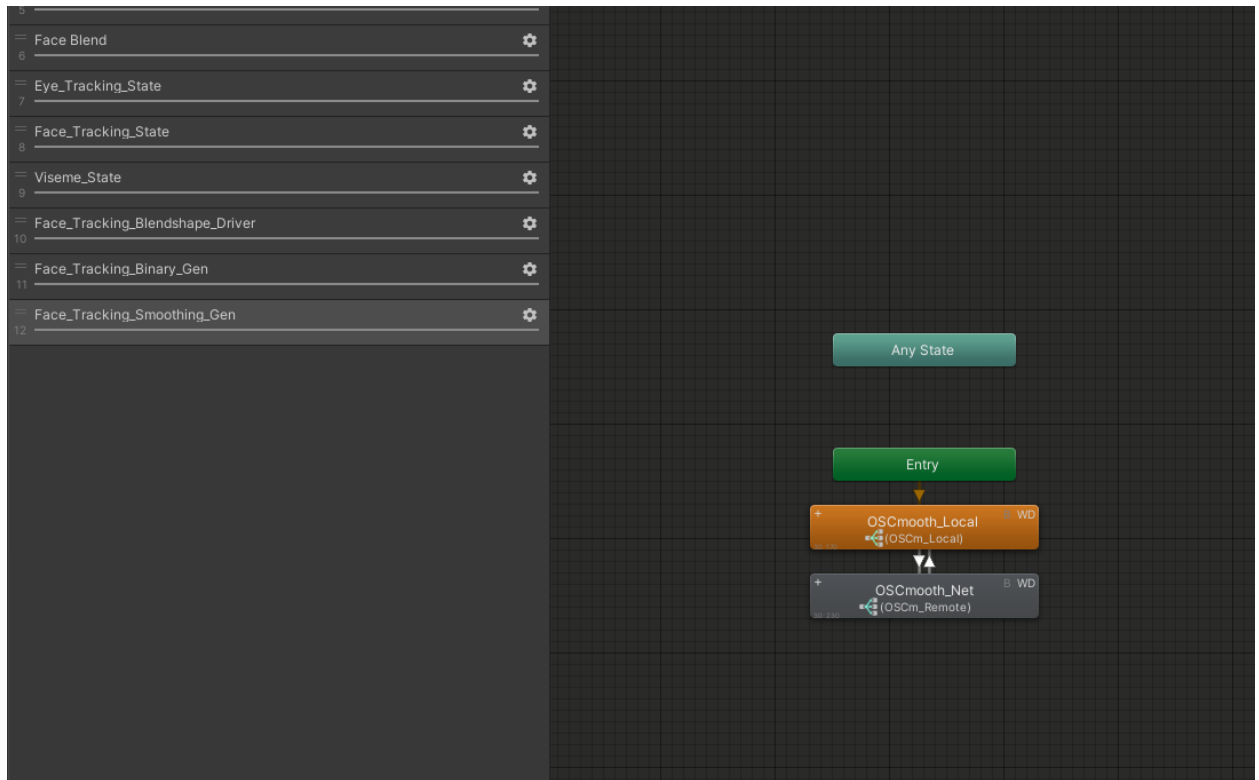
Binary Layer

These layers are generated by the [Binary Parameter Tool](#). These layers take [binary parameters](#) to reduce the amount of parameters on the avatar at the cost of resolution. Output of the layer is face tracking parameter float.



Smoothing Layer

These layers are generated by [OSCMooth](#) tool. This has local and remote switch bases on the **isLocal** bool provided natively from VRChat.

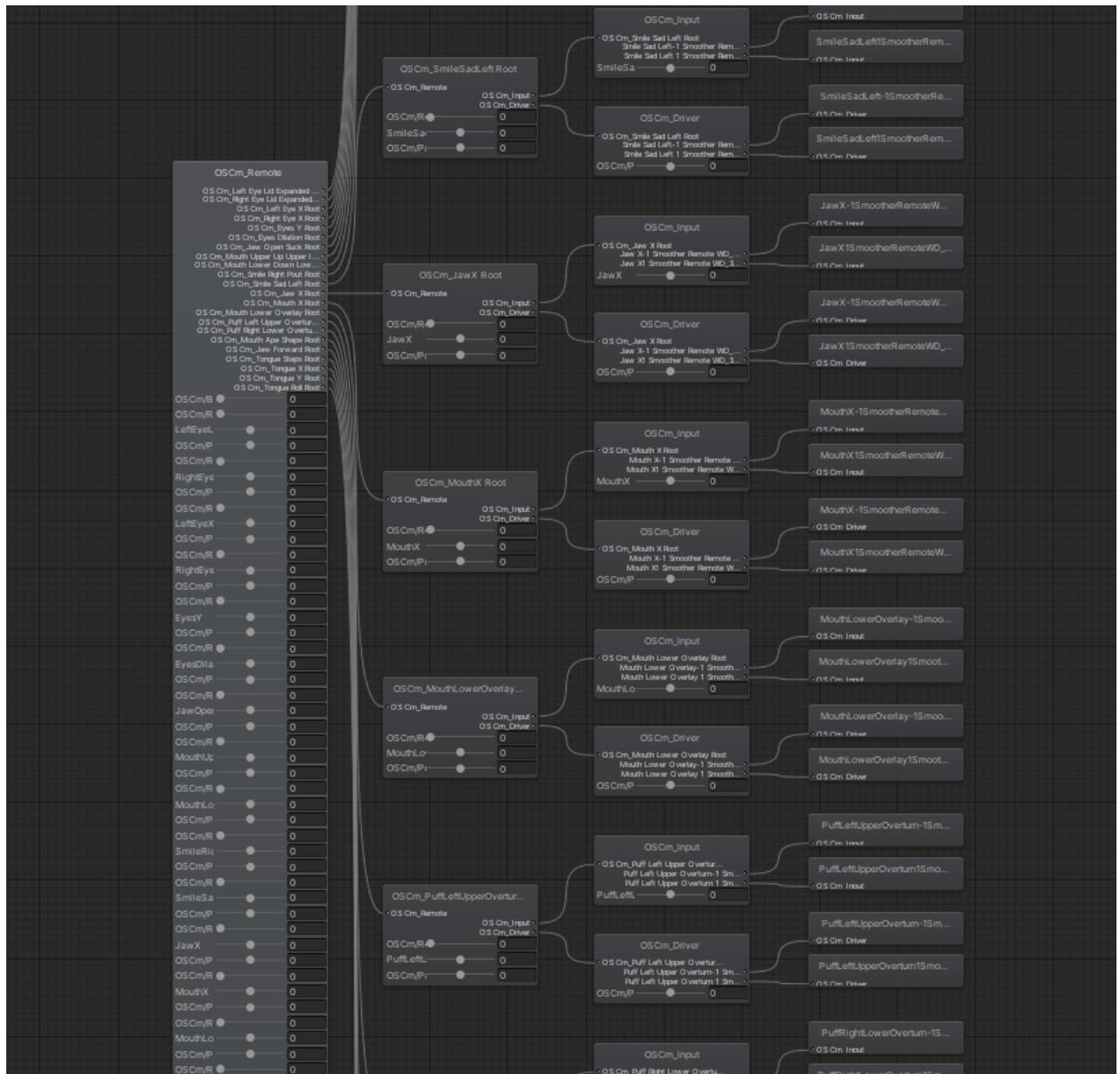


Smooth parameters have the prefix **OSCM/Local/** and **OSCM/Remote/** with the **Smoother** tag. These values can be changed as desired the higher the value more smooth lower the value less smooth. Do not set it exactly to 1 otherwise the smoothing is infinite so it freezes. This layer takes the face tracking float parameter and the output is float with the **OSCM/Proxy/** prefix. Local is lower smoothing as the OSC update rate is good for local view but is slow for remote users, so more smoothing is used for the remote users. All smoother values a static variable and do not change and do not need to be networked.

Animator		
Layers Parameters		
Name		
FT/v2/BrowOuterUpLeft1	0	f
FT/v2/BrowOuterUpLeft2	0	f
FT/v2/BrowOuterUpLeft4	0	f
FT/v2/BrowOuterUpRight1	0	f
FT/v2/BrowOuterUpRight2	0	f
FT/v2/BrowOuterUpRight4	0	f
OSCM/Local/FT/v2/EyeLeftXSmoother	0.15	f
OSCM/Proxy/FT/v2/EyeLeftX	0	f
OSCM/Remote/FT/v2/EyeLeftXSmoother	0.7	f
OSCM/Local/FT/v2/EyeRightXSmoother	0.15	f
OSCM/Proxy/FT/v2/EyeRightX	0	f
OSCM/Remote/FT/v2/EyeRightXSmoother	0.7	f
OSCM/Local/FT/v2/EyeYSmoother	0.15	f
OSCM/Proxy/FT/v2/EyeY	0	f
OSCM/Remote/FT/v2/EyeYSmoother	0.7	f
OSCM/Local/FT/v2/EyeLidLeftSmoother	0.15	f
OSCM/Proxy/FT/v2/EyeLidLeft	0	f
OSCM/Remote/FT/v2/EyeLidLeftSmoother	0.5	f
OSCM/Local/FT/v2/EyeLidRightSmoother	0.15	f
OSCM/Proxy/FT/v2/EyeLidRight	0	f
OSCM/Remote/FT/v2/EyeLidRightSmoother	0.5	f
OSCM/Local/FT/v2/EyeSquintLeftSmoother	0.7	f
OSCM/Proxy/FT/v2/EyeSquintLeft	0	f
OSCM/Remote/FT/v2/EyeSquintLeftSmoother	0.7	f
OSCM/Local/FT/v2/EyeSquintRightSmoother	0.7	f
OSCM/Proxy/FT/v2/EyeSquintRight	0	f

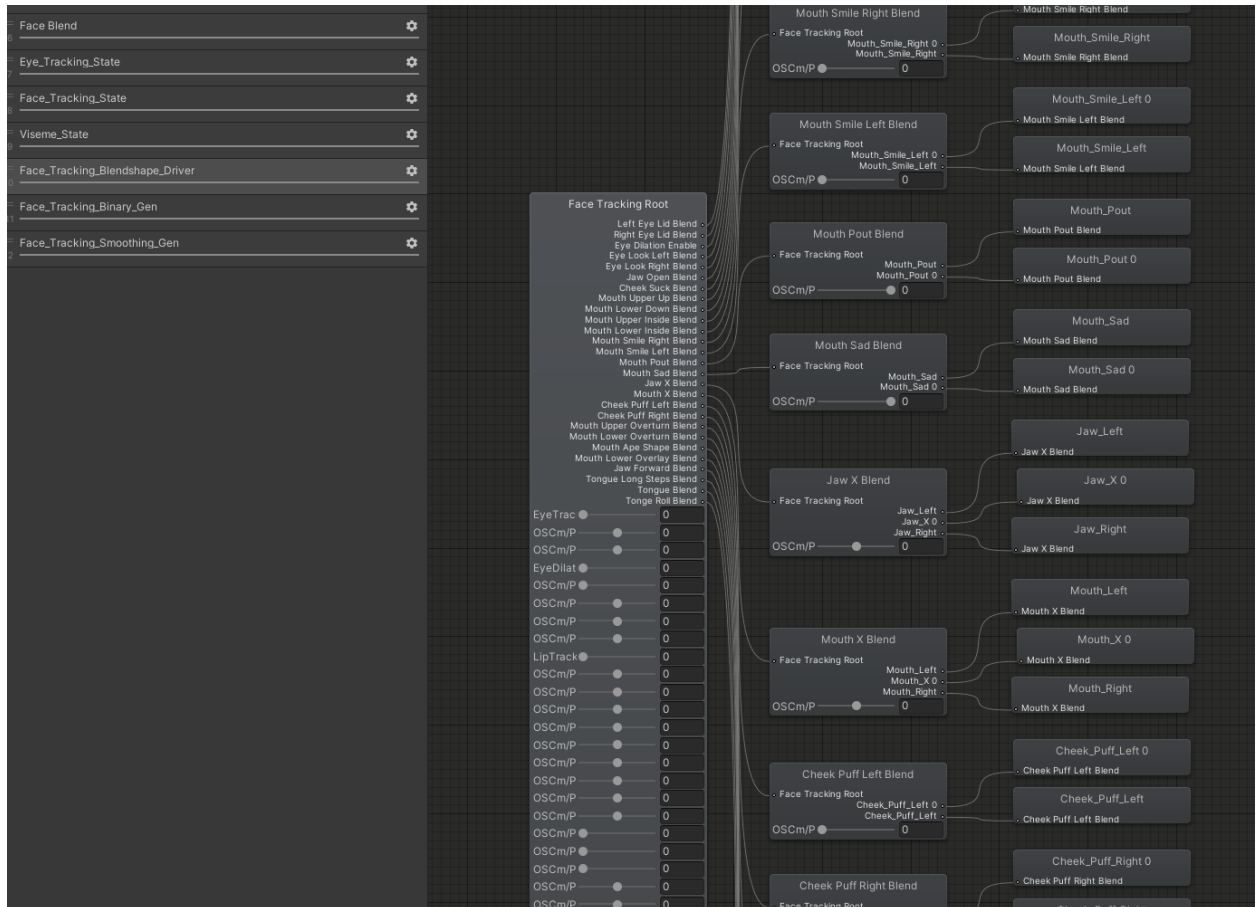
Smoother parameters are in the second blend trees in the OSCmooth_Local and

OSCmooth_Remote.

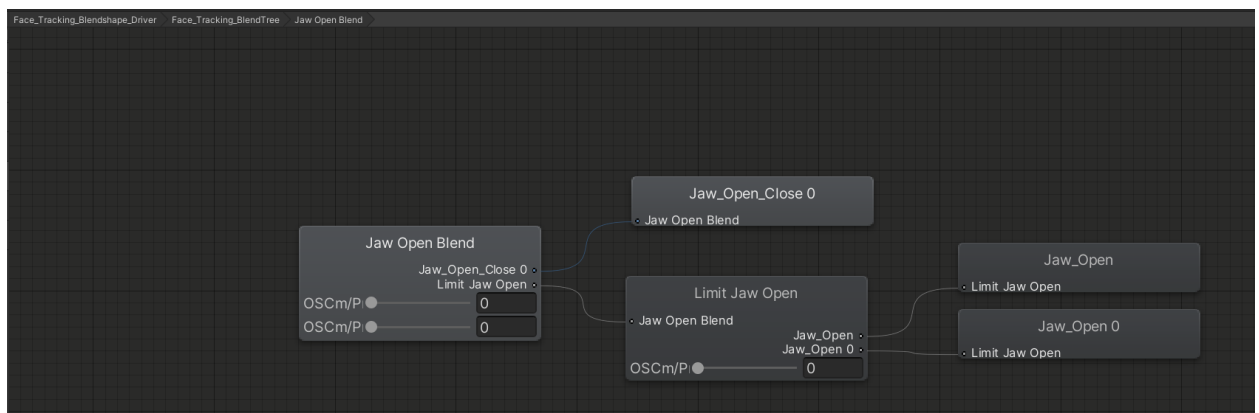


Driver Layer

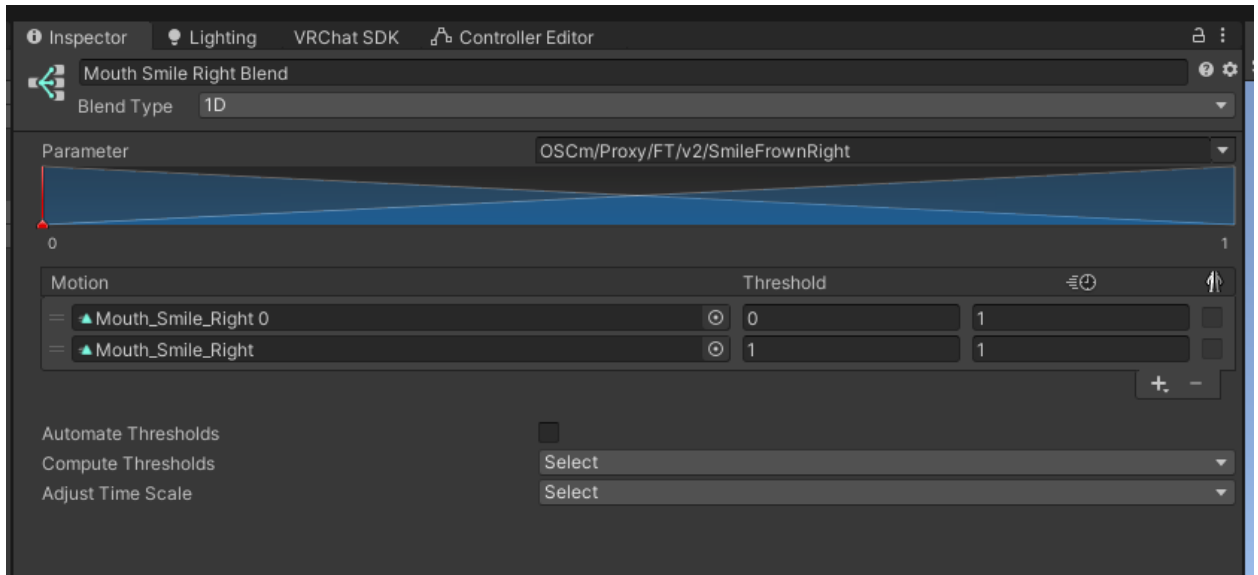
This layer is used to drive the animation for each of the face tracking parameters. Each child has an off state and a blend tree.



Double clicking the blend state will go into blend tree settings.



In the inspector for the blend tree you will see settings being used in the template. The **OSCM/Proxy/** parameter is coming from the smoother layer. The thresholds can be changed as desired in these blend trees to change the sensitivity. Reducing the max threshold increases the sensitivity and adding dead zones decreases the sensitivity.



License

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