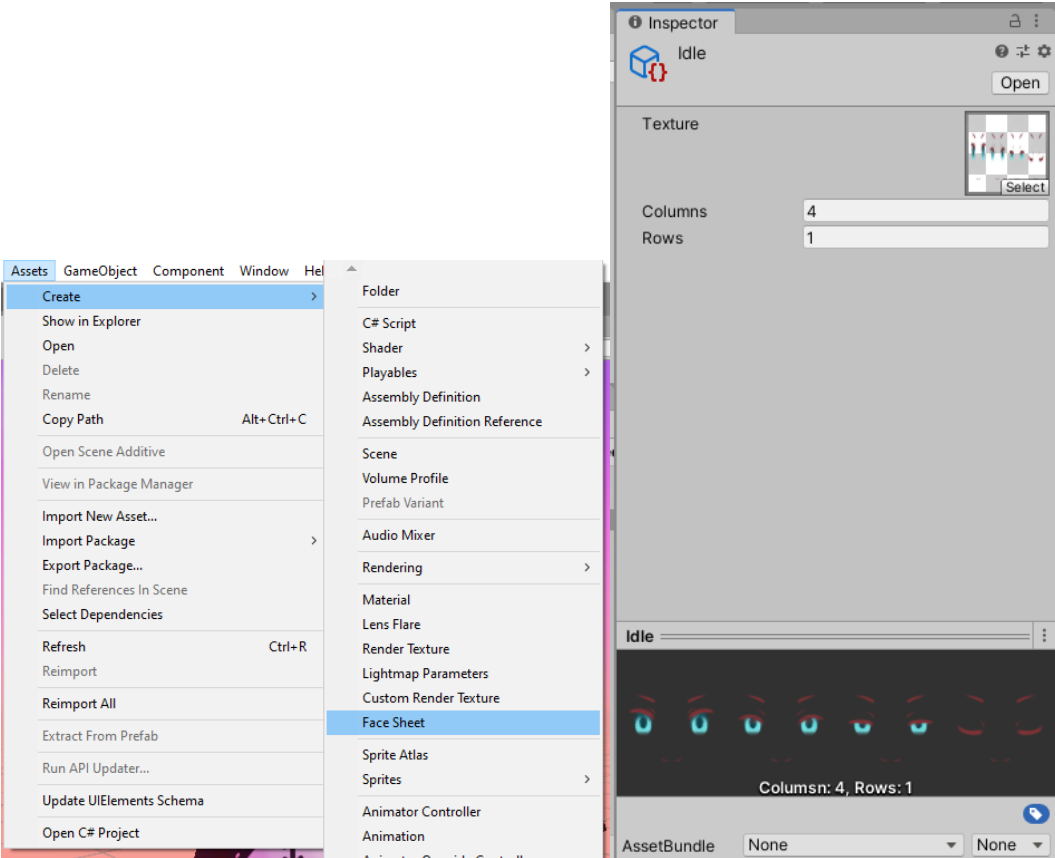
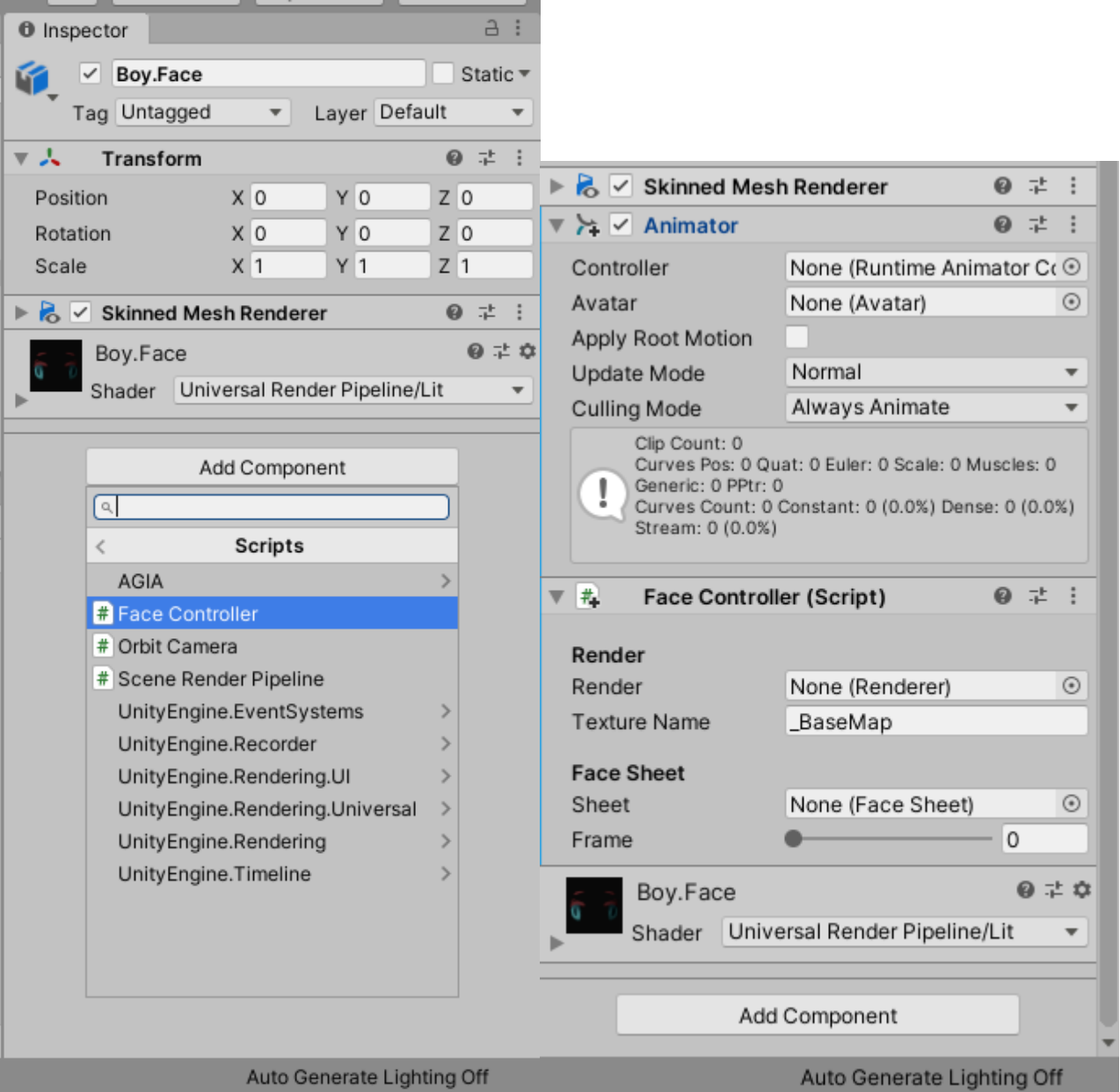


How to set up a facial expression

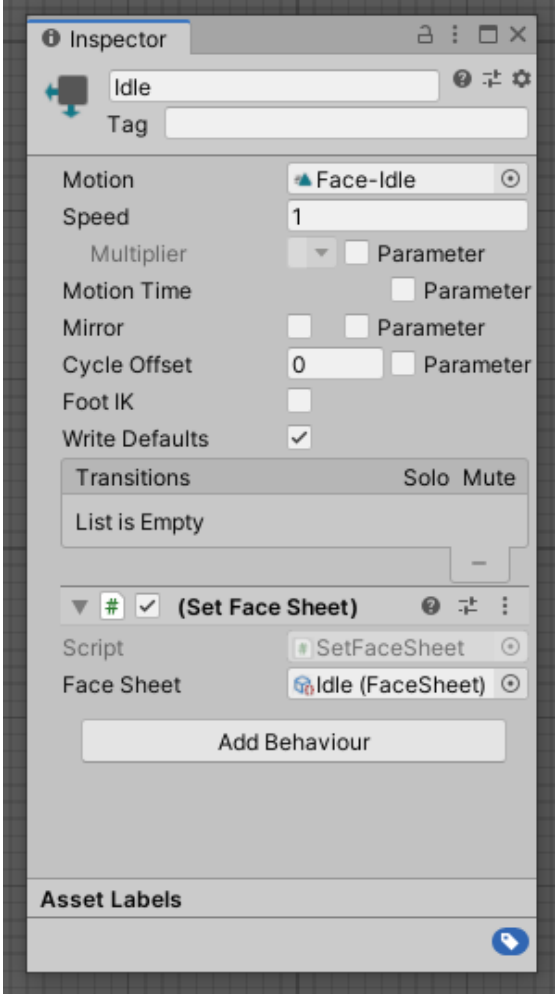
First create a face sheet **Assets > Create > Face Sheet** and set up face sheet, set sheet rows and columns.



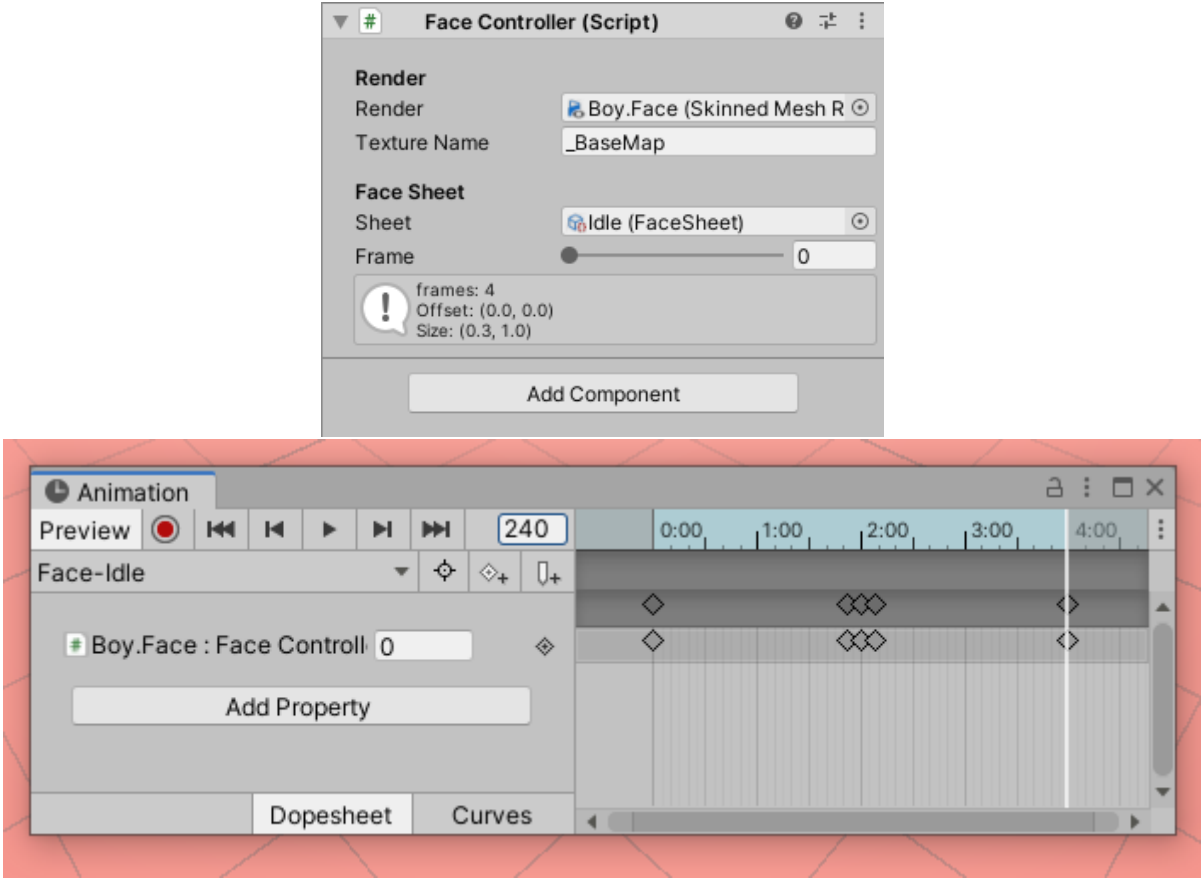
Then on the model's face add the **Face Controller** component, automatically add an **Animator**, add a **Controller** in the Animator



In the Controller you must add **SetFaceSheet** in the behavior of each state and set the expensive sheet that the state will use



create an animation clip, add a **Sheet** and use the **Index** range of the **Face Controller** component to change the texture of the face and create an animation.



And ready, enjoy the models!

