Extending Morphs in AZee using Pose Space Deformations

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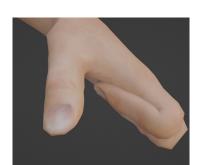






'dir !index L 2 'along oppvect dir !palm

orient



morph
'fist_close
1.0





morph

'lip_puck

0.8

morph

'lip_funnel

0.6