

# CVR Avatar

The main component for a ChilloutVR avatar. **This is required for an avatar upload.**

Some options listed below may be missing for generic (non-humanoid) avatars.

This component will automatically add the required [CVR Asset Info](#) component for you. You may run into issues uploading if you've manually added the CVR Asset Info script before the CVR Avatar component!

## Generic Avatar Settings

Property	Description
View Position	Controls your avatars viewpoint in-game. This should be between both eyes.
Voice Position	Controls your avatars voice position in-game. This should be on your avatars mouth.
Voice Parent	The humanoid bone which your Voice Position is attached to. It will follow the bone's position while you move your avatar around in world space. Head, Left Hand, Right Hand, Hips.

## Avatar Customization

### Animation Overrides

The Override Controller used to specify which Controller and Overrides to use on the avatar.

You can use this to quickly override animations on the default Controller included with the CCK, or alternatively reference your own custom Controller to use on the avatar instead.

## Blinking and Visemes

You can configure your avatar to have eye movement, blinking and voice activated blendshapes called visemes.

### Face Mesh

The Skinned Mesh Renderer to use for automatic blinking and visemes.

## Use Eye Movement

Enables automatic eye movement that can focus on nearby players.

This requires eye bones to be mapped in your avatars Humanoid configuration!

This property is animatable during runtime.

## Use Blink Blendshapes

Enables automatic blinking using the specified blendshapes. You are able to specify up to four blendshapes to use at once.

Any unneeded blendshapes can be left as .

This property is animatable during runtime.

## Use Lip Sync

Enables lip sync to be used on your avatar. You can choose between using Visemes, Single Blendshape, and Jaw Bone.

This property is animatable during runtime. It must be enabled by default when using the Visemes Lip Sync Mode.

## Lip Sync Mode

- Visemes
  - Uses multiple blendshapes to map human speech to mouth movement.  
You can find examples and references from the [Oculus Developer Viseme Reference Documentation](#).
- Single Blendshape
  - Uses a single blendshape to drive mouth movement.
- Jaw bone
  - Uses the mapped jaw bone in your avatars Humanoid configuration to drive mouth movement.

## Viseme Smoothing

A value between 1-100 to determine the smoothing of the Visemes Lip Sync Mode.

Lower values will snap to the currently recognized Viseme, and higher values will slowly smooth to

it.

## Advanced Tagging

With the advanced tagging feature, you can set content filter tags for specific gameobjects on your avatar.

Press the  button to add an entry to your **Tagged Gameobjects** list.

### Tags

List of content tags you want for this particular gameobject. You can tag Loud Audio, Long Range Audio, Screen Fx, Flashing Colors, Flashing Lights, Violence, Gore, and Horror.

### GameObject

The specific gameobject you would like to add the above tags to.

### Fallback GO (GameObject)

A fallback gameobject to use instead if the above gameobject is hidden by the content filter.

If you are using the Advanced Tagging System, you still need to Tag your Avatar appropriately on the upload screen!

## Advanced Settings

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