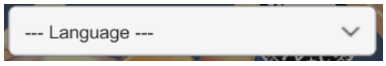
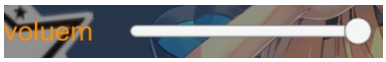
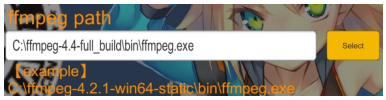
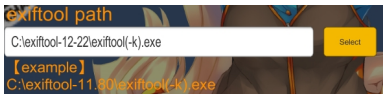


■動作環境

・OS　　:Windows（Windows 10 recommended ）
・CPU　　:Core i5
・メモリ　　:4GB
・ビデオメモリ　:2GB
・表示解像度　:640x480（1920x1080 recommended ）

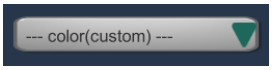
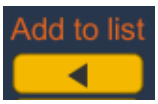
■TOP



	Interface	Explanation
①		Select a model.
②		Select a language.
③		Select a resolution.
④		Adjust the volume.
⑤⑥		Specifies the location of ffmpeg.exe. ※This setting is required when saving videos with LIVE SIMULATOR. ※You need to install ffmpeg. Search for "ffmpeg" on google and download ffmpeg.
⑦⑧		Specifies the location of exiftool(-k).exe. ※This setting is required when saving videos with LIVE SIMULATOR. ※You need to install exiftool. For exiftool, search for "exiftool" on google and download it.

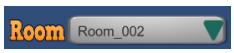
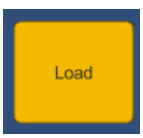
■COLOR SIMULATOR



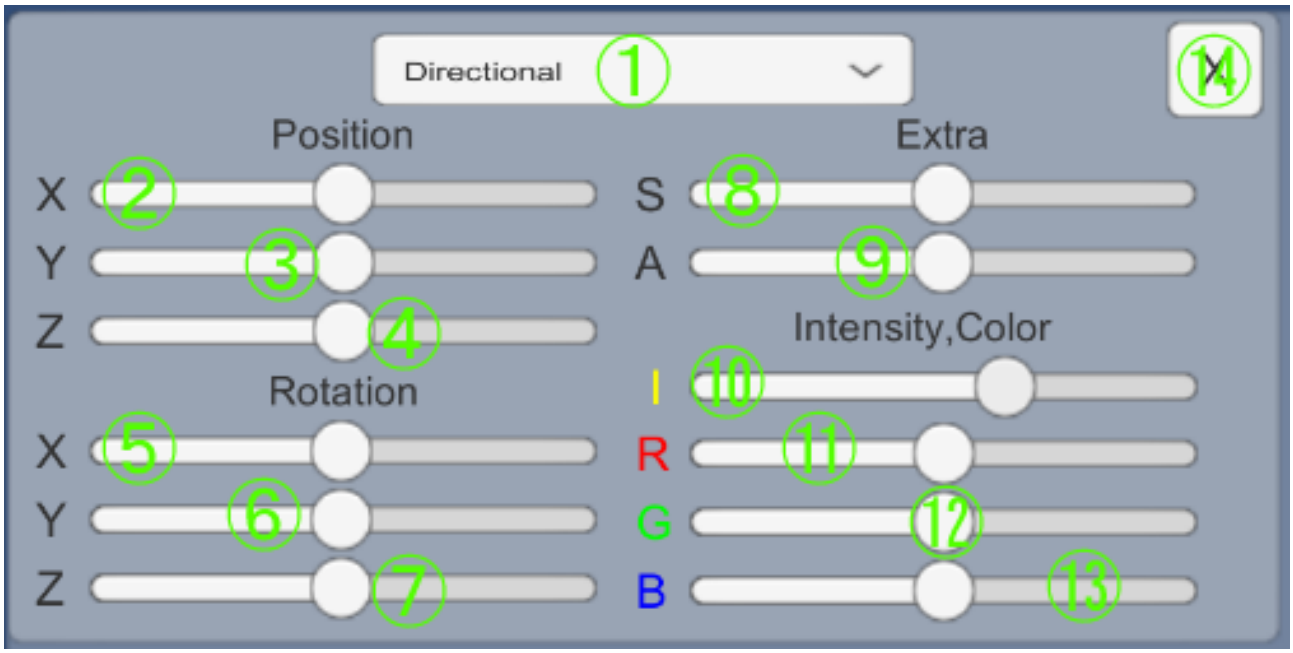
	Interface	Explanation
①		Loads the selected color information. It is necessary to register the color information in ② in advance.
②		Register the color information customized in ⑤ in the dropdown of ①. You need to enter the registered name in ④.
③		Deletes the color information selected in the dropdown of ①.
④		Enter the registered name of the color information to be registered in the drop-down of ①.
⑤		You can customize the color.

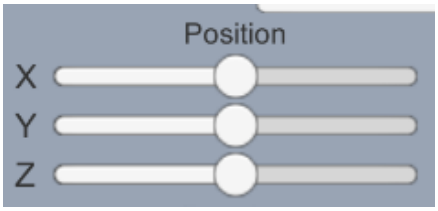
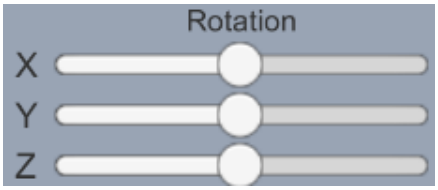
■ROOM SIMULATOR

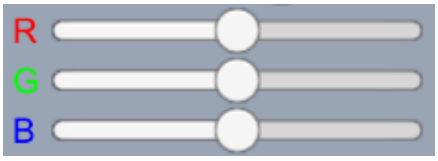


	Interface	Explanation
①		You can change the room.
②		You can change the weather.
③		You can select the type of sky.
④		Add light source information.
⑤		Add interior information.
⑥		Save room information.
⑦		Load room information.

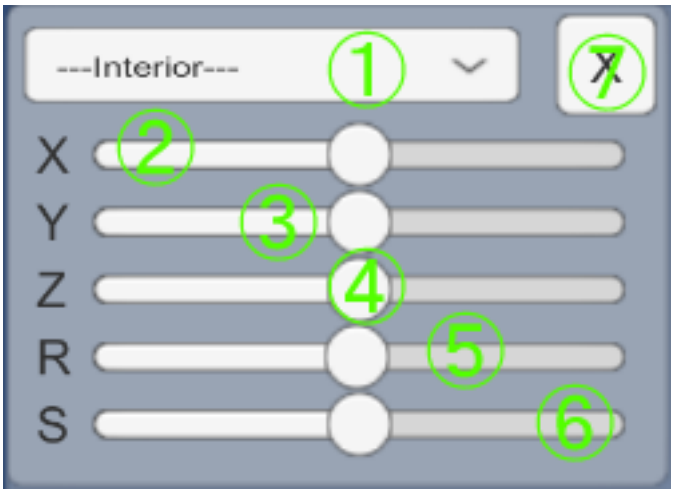
■Light source information

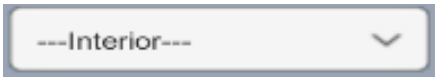
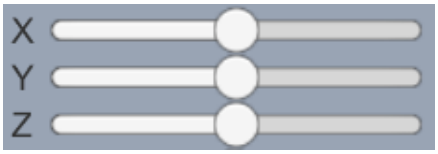


	Interface	Explanation
①		You can select the type of light source from the following. ・Directional ・SPOT(Cone) ・SPOT(Pyramid) ・SPOT(Box) ・POINT
②③④		You can adjust the position of the light source.
⑤⑥⑦		You can adjust the direction of the light source.
⑧		You can adjust the reach of light when selecting SPOT or POINT with ①.

⑨		You can adjust the illuminated range when selecting SPOT with ①.
⑩		You can adjust the brightness of the light.
⑪⑫⑬		You can adjust the color of the light source.
⑭		Delete the light source information.

■ Interior information



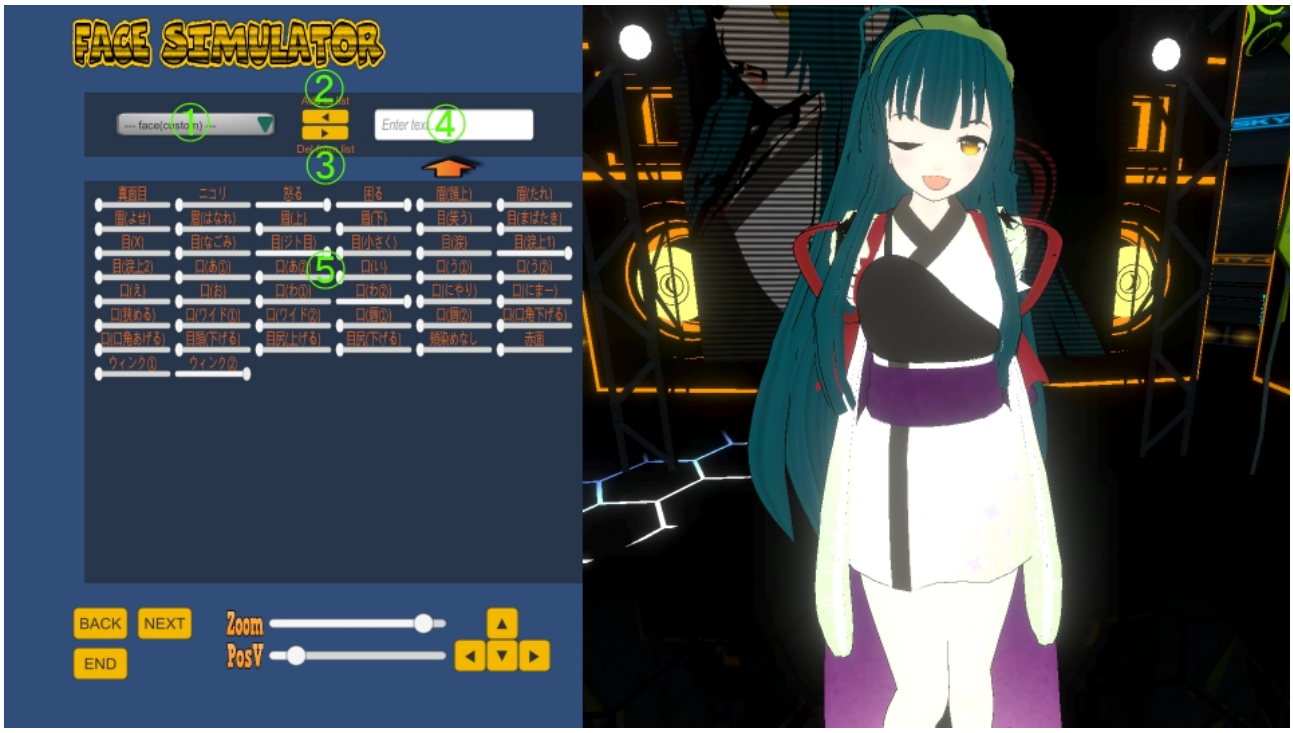
	インターフェース	Explanation
①		You can change the facial expression. You can also select the facial expression registered with FACE SIMULATOR.
②③④		You can adjust the position of the interior.
⑤		You can adjust the orientation of the interior.
⑥		You can adjust the size of the interior.
⑦		You can delete the interior information.

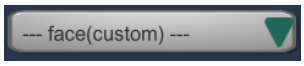
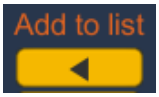
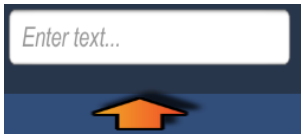
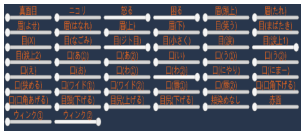
■ACTION SIMULATOR



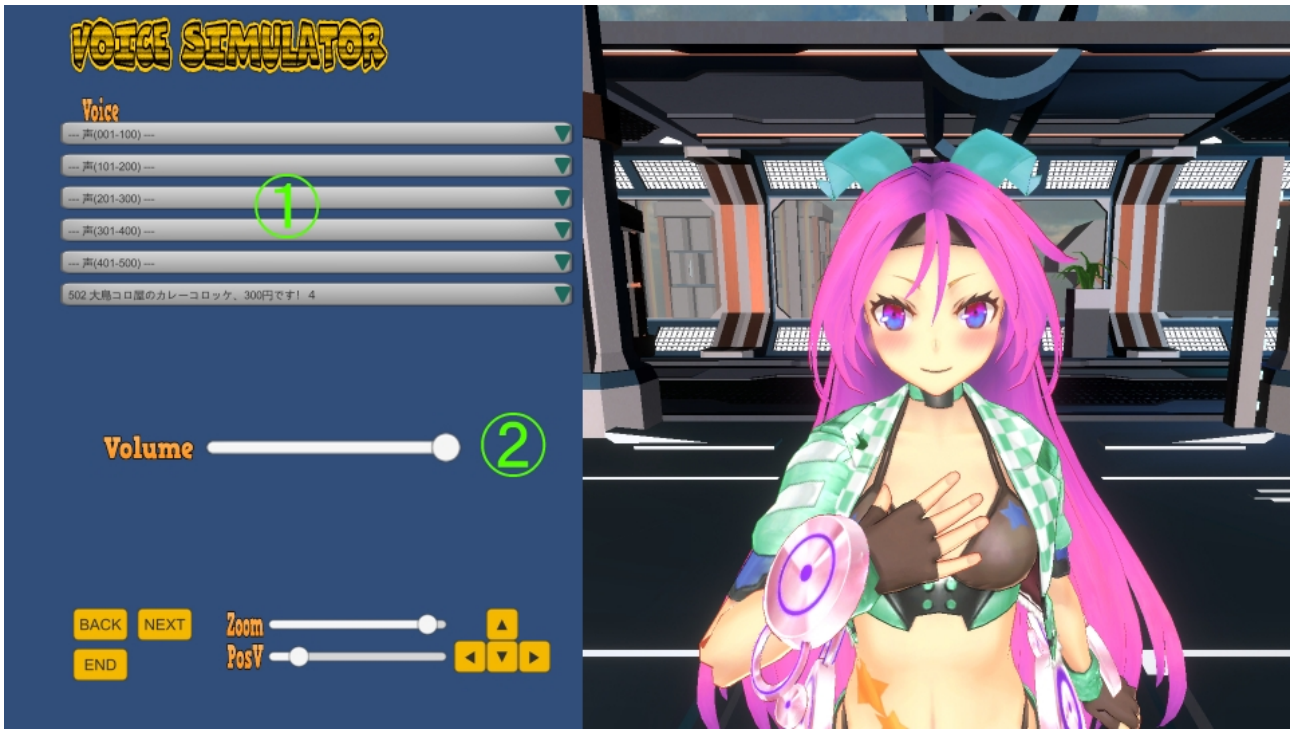
	Interface	Explanation
①		You can change the facial expression. You can also select the facial expression registered with FACE SIMULATOR.
②		You can change the shape of your palm.
③		Make the animation symmetrical.
④		Plays the animation selected in the dropdown.

■FACE SIMULATOR



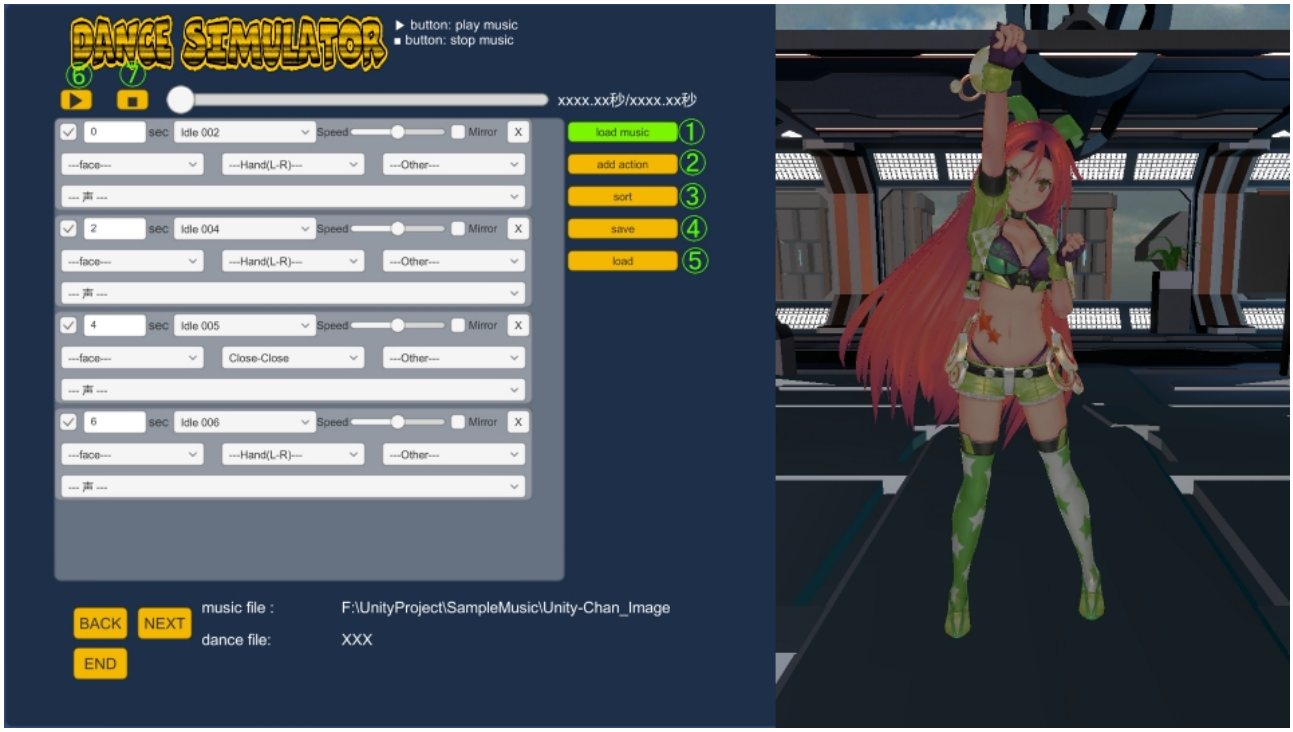
	Interface	Explanation
①		The selected facial expression information is read and reflected in ⑤. It is necessary to register facial expression information in ② in advance.
②		Register the facial expression information customized in ⑤ in the dropdown of ①.
③		Deletes the selected facial expression information from the dropdown of ①.
④		Enter the registered name of the facial expression information to be registered in the drop-down of ①.
⑤		You can customize the facial expression.

■VOICE SIMULATOR



	Interface	Explanation
①		Plays the selected audio.
②		Adjust the volume of the audio.

■DANCE SIMULATOR

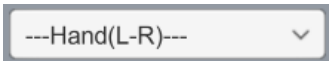


	Interface	Explanation
①		Load a music file.
②		Add action information .
③		Arrange the action information in chronological order.
④		Write dance information to * .dancefile.
⑤		Load the * .dancefile saved with the "Save" button.

⑥		Play music. ※It is necessary to load the music with the ″Load Music″ button in advance.
⑦		Stop the music.

■Action information

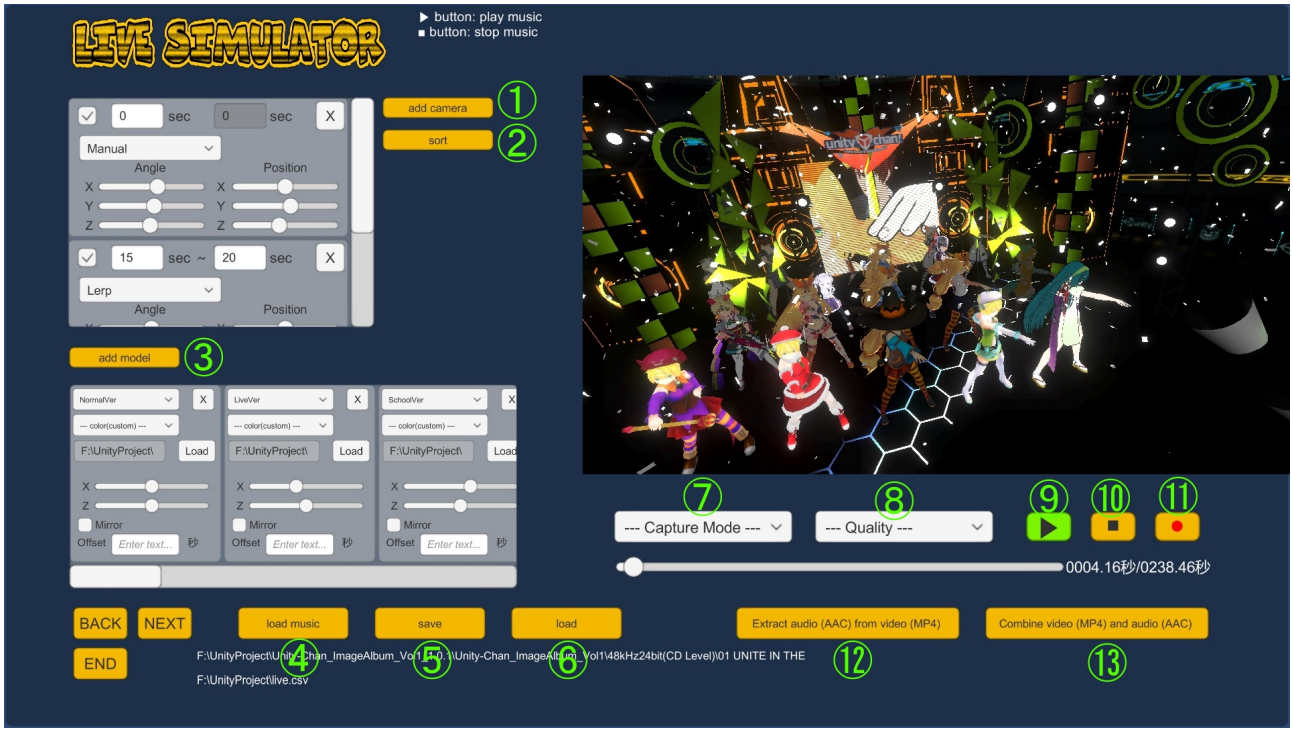


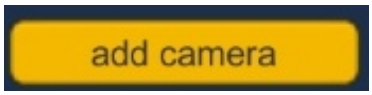
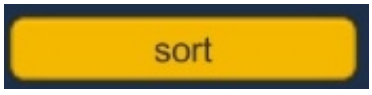
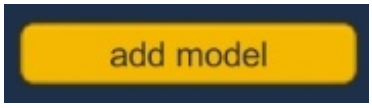
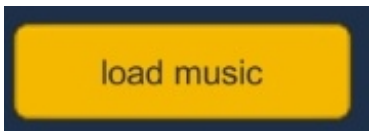
	Interface	Explanation
①		When ☑ is ON, when the specified time is reached, the operation specified in ② to ⑨ is performed. If ☑ is OFF, it will not operate even if the specified time is reached.
②		You can select actions (animation) such as sitting and dancing from the dropdown.
③		You can change the speed of the operation (animation) specified in ②.
④		Makes the operation (animation) specified in ② symmetrical.
⑤		From the dropdown, you can choose facial expressions such as laughing or getting angry.
⑥		From the dropdown, you can select the palm state.
⑦		You can select On / Off of LipSync (move your mouth to the music).
⑧		Speak the line selected from the dropdown.
⑨		Delete the dance information.

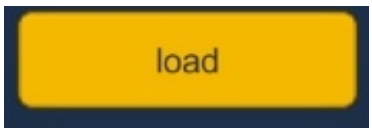
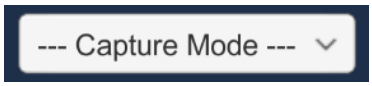
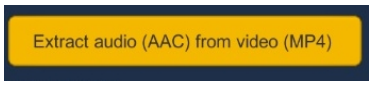
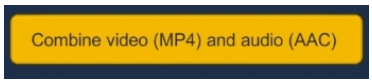
■How to run the sample
① Press the ″load music″ button .
② Select the file below .
UCSIM¥SampleFile¥music¥Unity-Chan_ImageAlbum_Vol1_1.0.1¥Unity-Chan_ImageAlbum_Vol1¥48kHz24bit(CD Level)¥01 UNITE IN THE SKY[4824].wav
③ Press the ″load″ button .
④ Select the file below .
UCSIM¥SampleFile¥dance¥dancesample.dancefile
⑤ Press the ″▶″ button .

■LIVE SIMULATOR

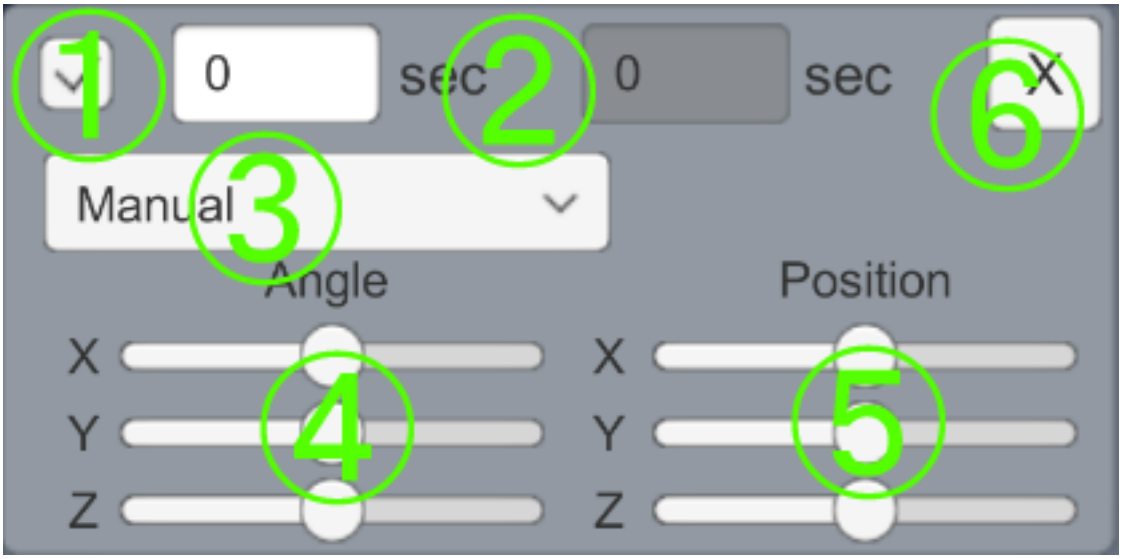
You can do it by taking a dance video in mp4 format.
You need to install ffmpeg and exiftool in advance. It is necessary to set the installation location of ffmpeg and exiftool on the TOP screen.

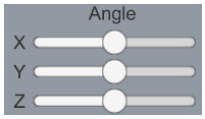
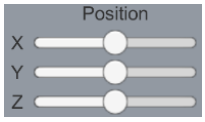
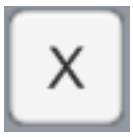


	Interface	Explanation
①		Add camera work information
②		Arrange the camera work information in chronological order.
③		Add model information.
④		Load music.
⑤		Write camera work information, model information, and music information to * .livefile.
⑥		Load the * .livefile saved with the "Save" button.

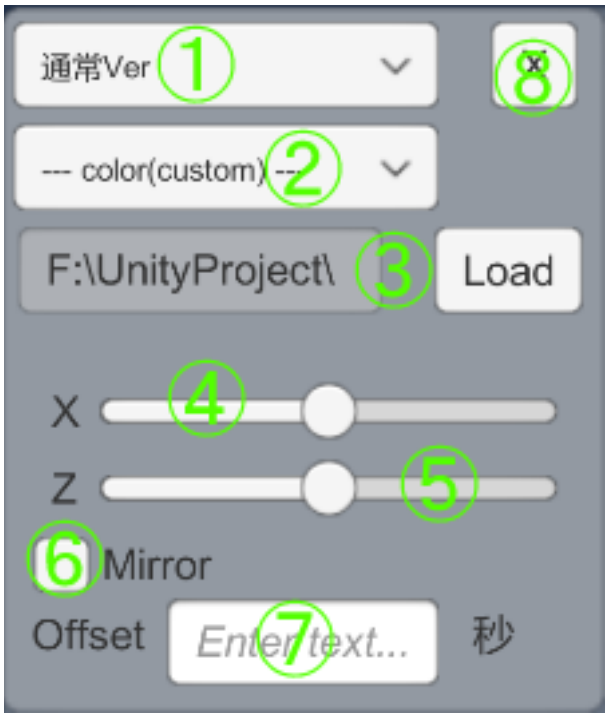
		
⑦		Select the capture mode from the following . Normal：960x540、1280x720、1920x1080、3840x2160 Render：960x540、1280x720、1920x1080、3840x2160 Panorama：3840x1920、5120x2560、8192x4096 PanoramaLR：3840x1920、5120x2560、8192x4096 PanoramaTB：3840x1920、5120x2560、8192x4096 ※If you select anything other than Normal, the audio data will not be saved. After extracting the AAC file from the mp4 file recorded with Normal using the button ⑫, it is necessary to combine it with the AAC file extracted with the button ⑬.
⑧		You can choose the quality from the following . Low：18fps、24fps、30fps、45fps、60fps Medium：18fps、24fps、30fps、45fps、60fps High：18fps、24fps、30fps、45fps、60fps
⑨		Play music . ※It is necessary to load the music with the "load music" button in advance.
⑩		Stop the music.
⑪		Record. ※1 You need to install ffmpeg and exiftool to record. ※2 When recording, it is necessary to set ffmpeg and exiftool on the TOP screen. ※3 It is necessary to load the music with the ″load music″ button in advance. ※4 You must have selected the capture mode in the ″--- Capture Mode ---″ dropdown in advance. ※5 You must set the quality in the ″--- Quality ---″ dropdown beforehand.
⑫		You can extract audio (AAC file) from the video recorded in capture mode Normal.
⑬		It is used to combine audio with videos recorded in other than capture mode Normal. The audio to be combined must be extracted from the video data recorded in capture mode Normal with the button ⑫.

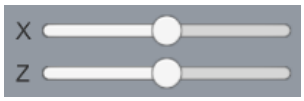
■ Camera work information



	Interface	Explanation
①		In case of ☑ When the time specified in ② is reached, the operation specified in ③ to ⑤ is performed. In case of ☐ Even if the specified time is reached, it will not operate.
②		When the specified time is reached, the operation specified in ③ to ⑤ is performed.
③		You can choose how to move the camera. Manual : Instantly move the camera to the position specified in ④ to ⑤. Lerp/Slerp : Take time to move the camera to the camera position specified in ④ to ⑤. If ″5sec 10sec″ is set in ②, the movement will start when 5 seconds are reached, and the movement will move to the specified position when 10 seconds are reached.
④		Set the camera orientation.
⑤		Set the position of the camera.
⑥		Delete the camera work information.

■Description of model information



	Interface	Explanation
①		Select a model.
②		Select the color information for your model.
③		Load dance information. Dance information files can be created with DANCE SIMULATOR.
④ ⑤		Adjust the position of the model.
⑤		Make the direction of the animation symmetrical.
⑥		The start time of the dance animation is delayed by Offset seconds from the beginning of the song.
⑧		Delete the model information.

■How to run the sample
① Press the ″load″ button .
② Select the file below .
UCSIM¥SampleFile¥live¥livesample.livefile
③ Press the ″load music″ button .
④ Select the file below .
UCSIM¥SampleFile¥music¥Unity-Chan_ImageAlbum_Vol1_1.0.1¥Unity-Chan_ImageAlbum_Vol1¥48kHz24bit(CD Level)¥01 UNITE IN THE SKY[4824].wav
⑤ Press the ″load″ button for model information .
⑥ Select the file below .
UCSIM¥SampleFile¥music¥Unity-Chan_ImageAlbum_Vol1_1.0.1¥Unity-Chan_ImageAlbum_Vol1¥48kHz24bit(CD Level)¥01 UNITE IN THE SKY[4824].wav
⑦ Press the ″▶″ button .

■Disclaimer and precautions

・We are not responsible for any troubles or malfunctions in the equipment or system used by the customer due to the use of this application.
・The specifications of this application are subject to change without notice.