



Chaos Canine - Face Tracking Guide

Table of Content:

[Face Tracking in VRChat](#)

[Unity Setup / Supported hardware](#)

[SRanipal](#)

[Using SRanipal](#)

[Unified Face Tracking Parameters](#)

[Using Unified Parameters](#)

[In Game Setup](#)

Face Tracking in VRChat

To use face tracking, you need the [VRCFaceTracking](https://github.com/benaclejames/VRCFaceTracking) OSC app. You can get the app on Benaclejames' GitHub page. <https://github.com/benaclejames/VRCFaceTracking>

As the app author frequently makes improvements and changes to their app, please read their tutorial on how to set things up.

Since I am not involved in the development and distribution of 3rd party apps or scripts, I can not provide technical support or instructions for them. I also can not guarantee that they will work well, nor can I guarantee the integrity of your Unity project or the safety of your computer and personal information if you decide to use them.

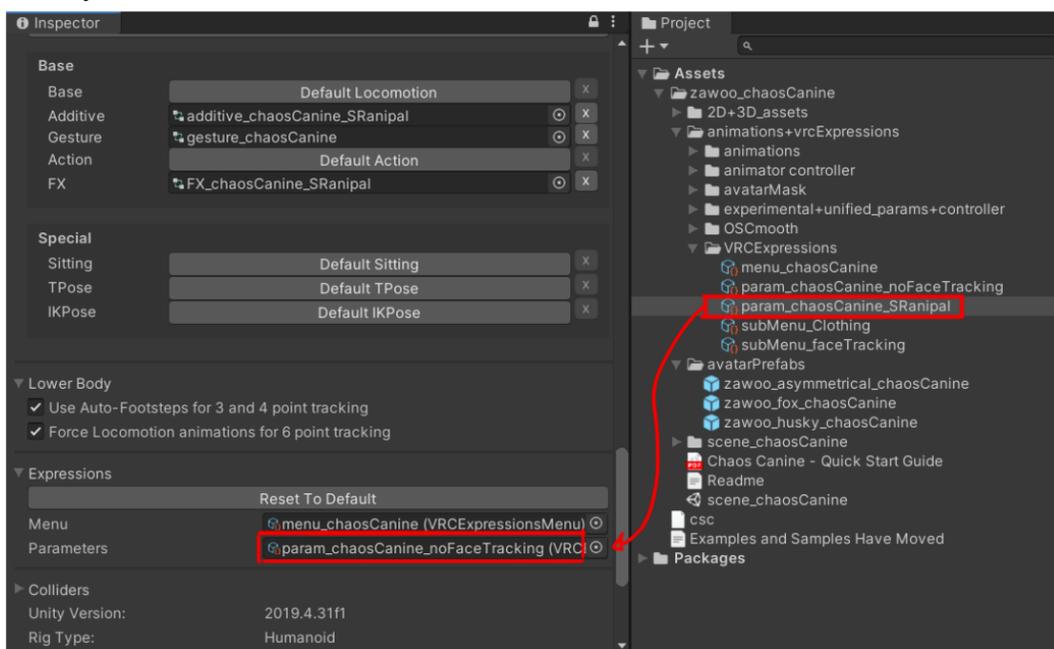
Supported Hardware and Unity Setup

SRanipal

By default, SRanipal(for HTC hardware) is supported, if this doesn't work for you, and/or you use non-HTC hardware, such as Quest Pro, you can use the (experimental) unified face tracking parameters.

Using SRanipal

Replace the default VRC AV3 parameters with **"param_chaosCanine_SRanipal"**, found in **"animations+vrcExpressions -> VRCEXpressions"**, and that's it!

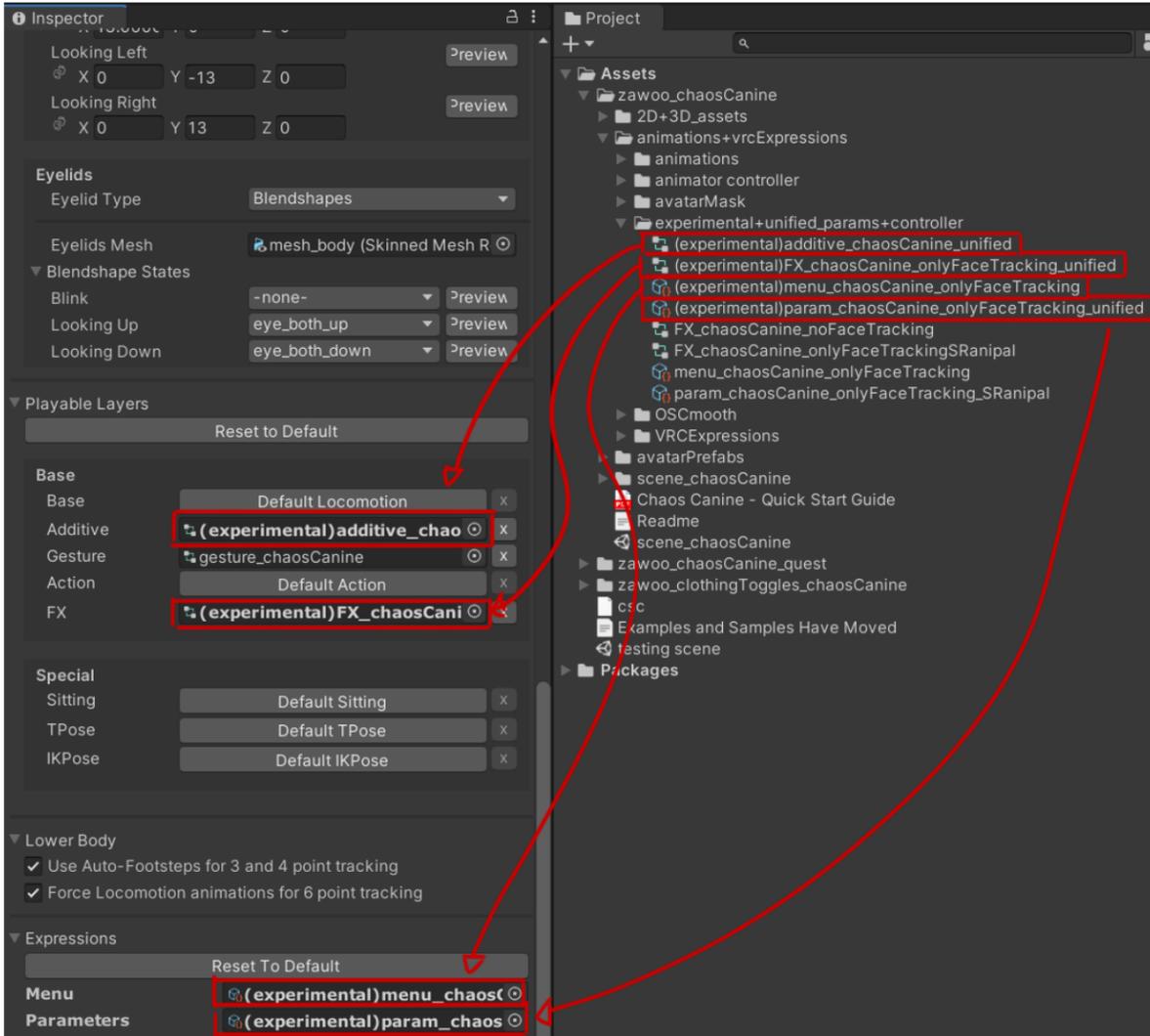


Unified Face Tracking Parameters

The unified parameter standard is supposed to be **compatible with most common face tracking hardware, such as HTC, Quest Pro, Pico and Varjo**. I have not extensively tested the unified parameters setup, so I can not guarantee that it works well for anything other than HTC or Quest Pro hardware. If you find any bugs, please report them to the ZaWoo Discord server.

Using Unified Parameters

Find the animator controllers and VRC Expression related files in “zawoo_chaosCanine -> animations+vrcExpressions -> experimental+unified_params+controller”.

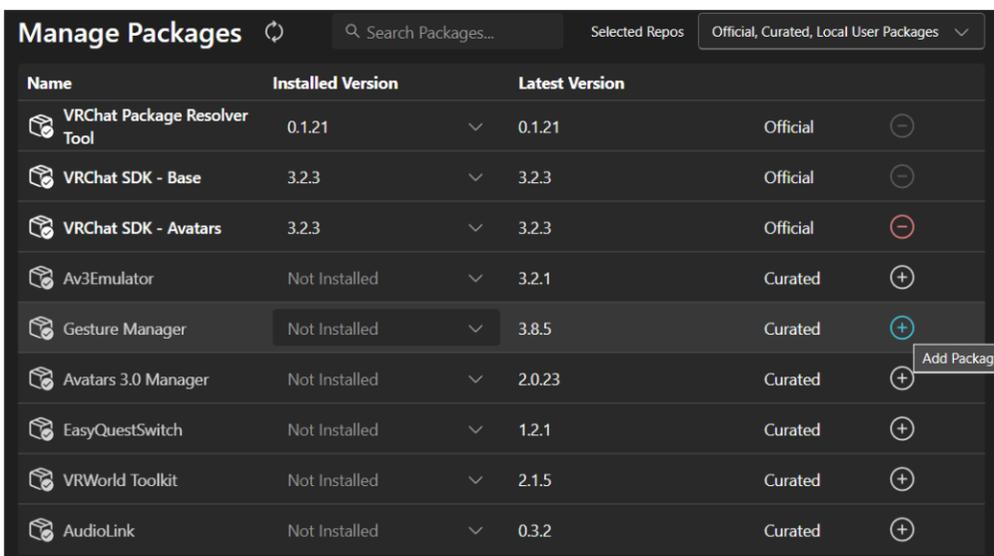


Place the files in the appropriate spots in your VRC Avatar Descriptor. **These files only have face tracking related menu and parameters options.**

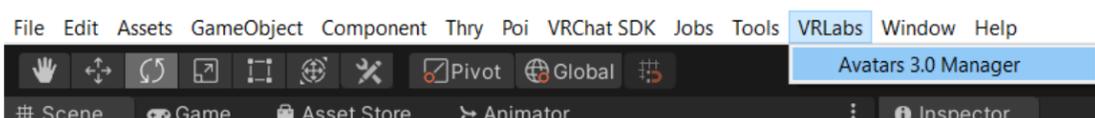
If you want to retain other functions of the avatar, such as default clothing toggles, you can use Avatars 3.0 Manager to merge the original functions back.

1. In VRC Creator Companion, add **Avatars 3.0 Manager** into your project.

You will be using it to merge the “no face tracking” versions of the FX animator controller and VRC AV3 parameters, and then you can go back to using the default AV3 menus.

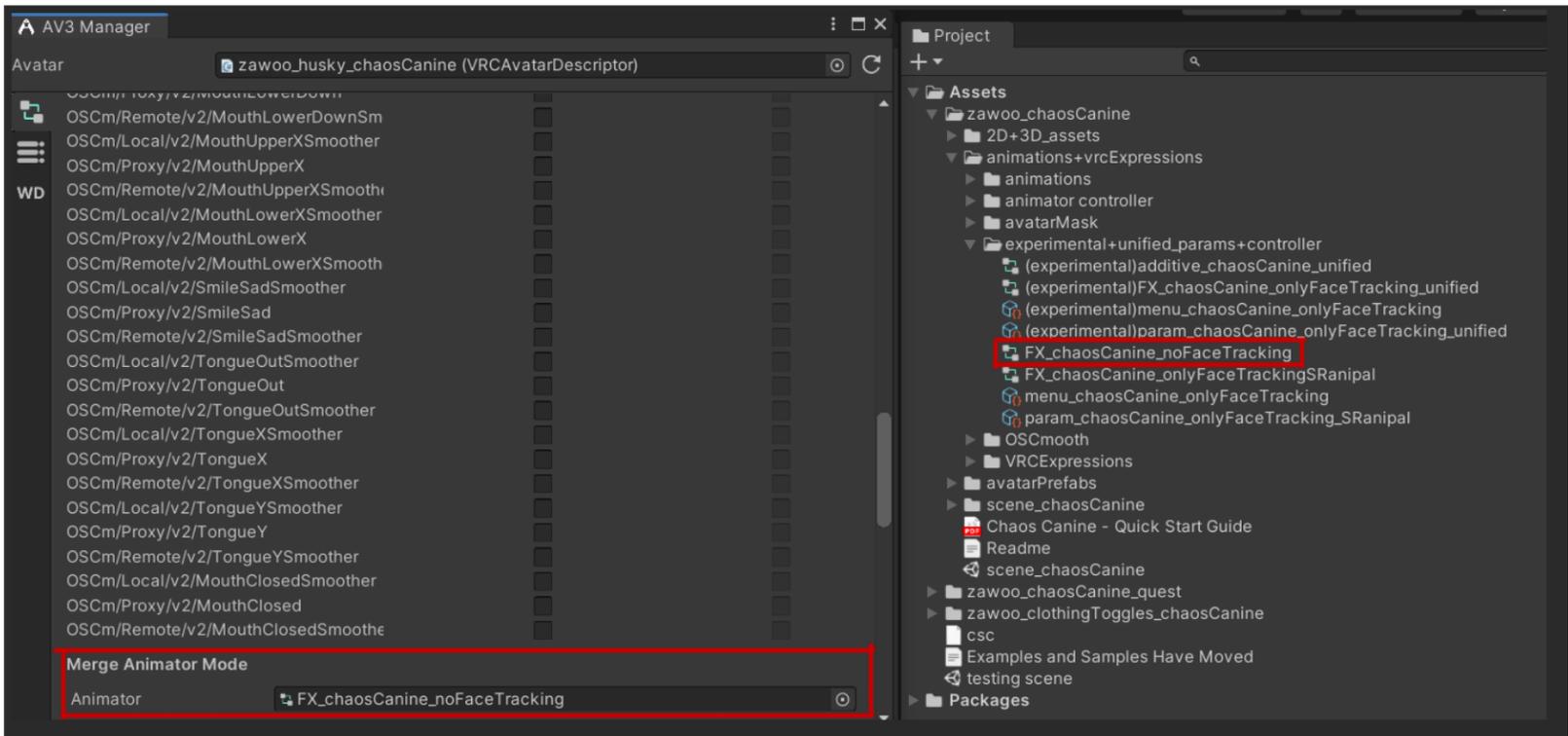


2. The plugin will be found in unity, “VRLabs -> Avatars 3.0 Manager”

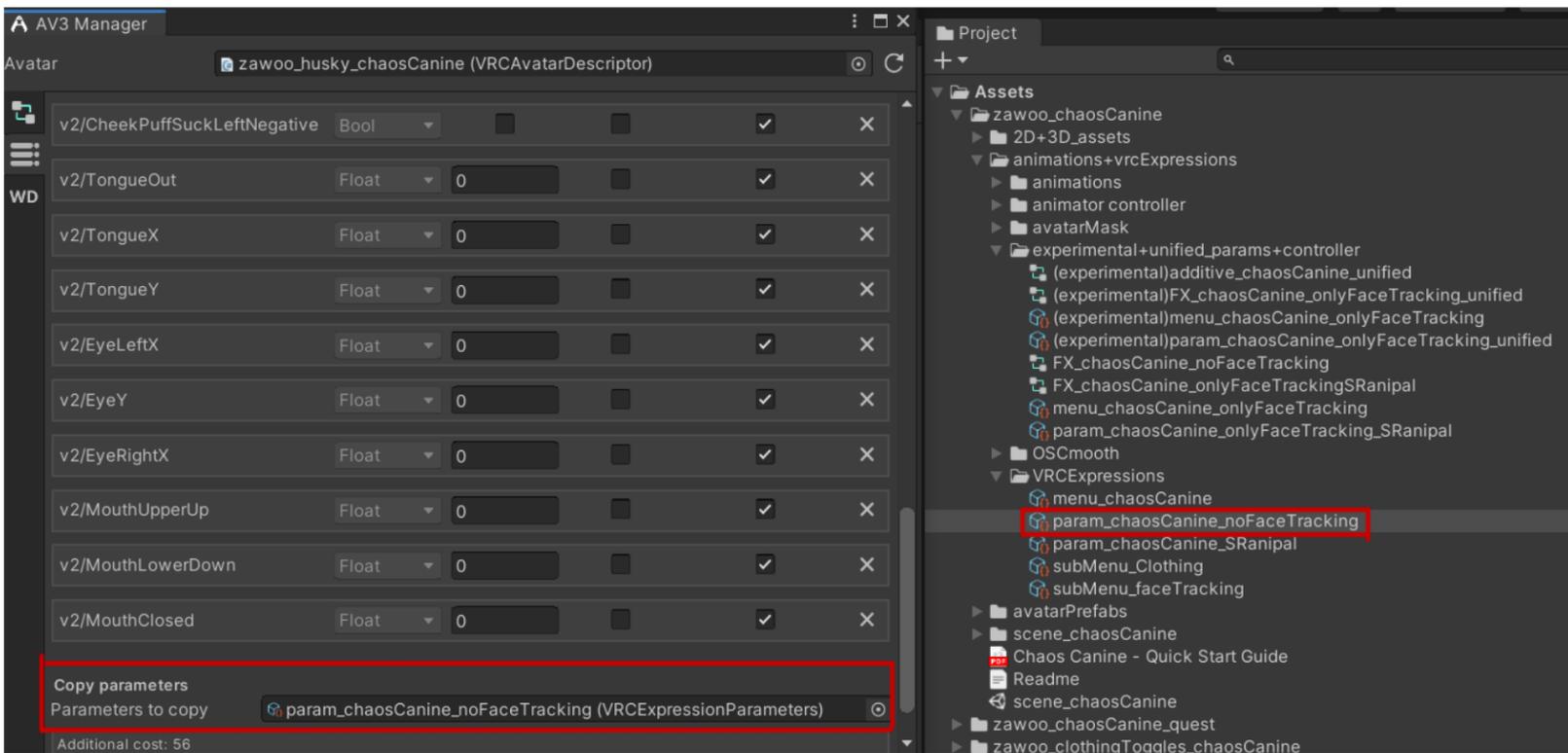


As third party Unity Scripts constantly update, I will not provide overly detailed instructions to avoid confusion in case they change the UI in the future.

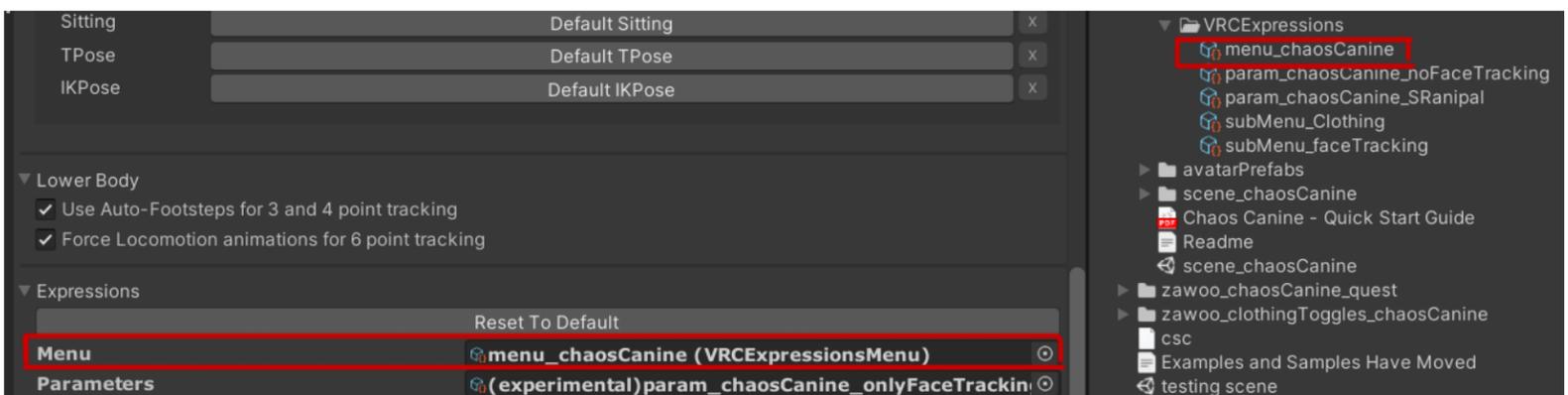
3. Using Avatars 3.0 Manager, merge your FX animator controller with “FX_chaosCanine_noFaceTracking”



4. Merge your VRC AV3 Parameters with “param_chaosCanine_noFaceTracking”



5. Finally, you can slot the default AV3 menu back into your Avatar Descriptor. All the default functions are now retained.



In Game Setup

After opening the OSC app you need to reset the OSC config so the face tracking variables can be exposed to OSC.

Radial Menu > Options > OSC > Reset Config

And then, turn on face tracking in

Radial Menu > Expressions > Face tracking

You can have either mouth, eye, or both being tracked. The part toggled off will revert back to hand gesture animations and use automatic eye movement where applicable.

