

FIG 1

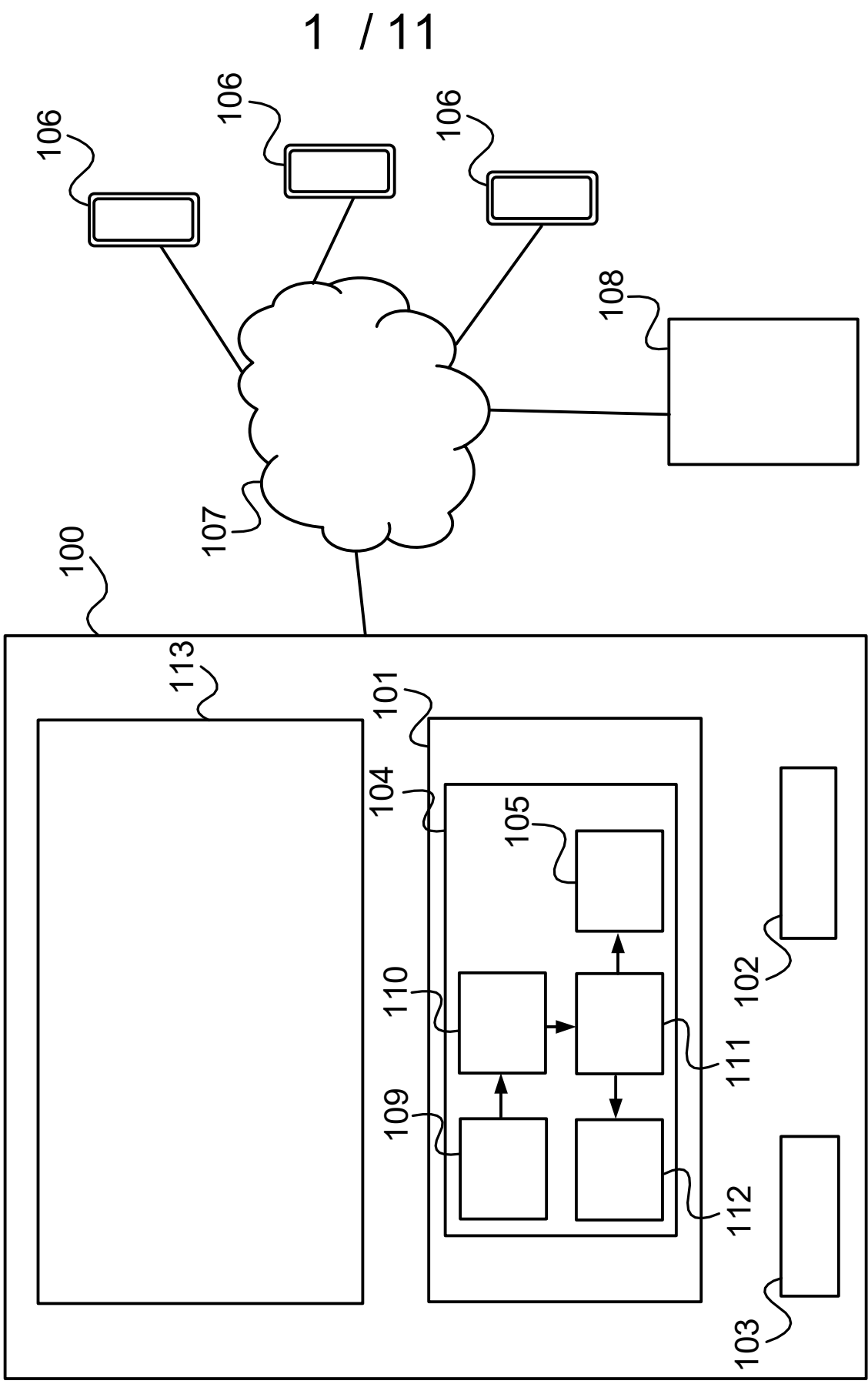


FIG 2

200

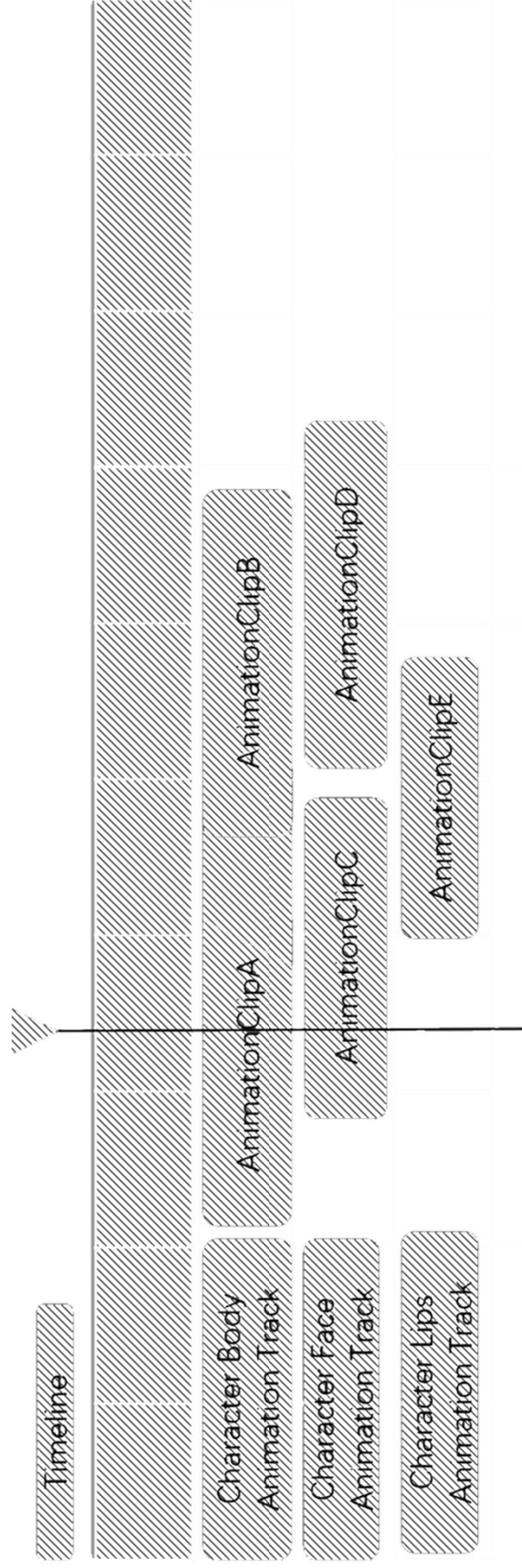


FIG 3

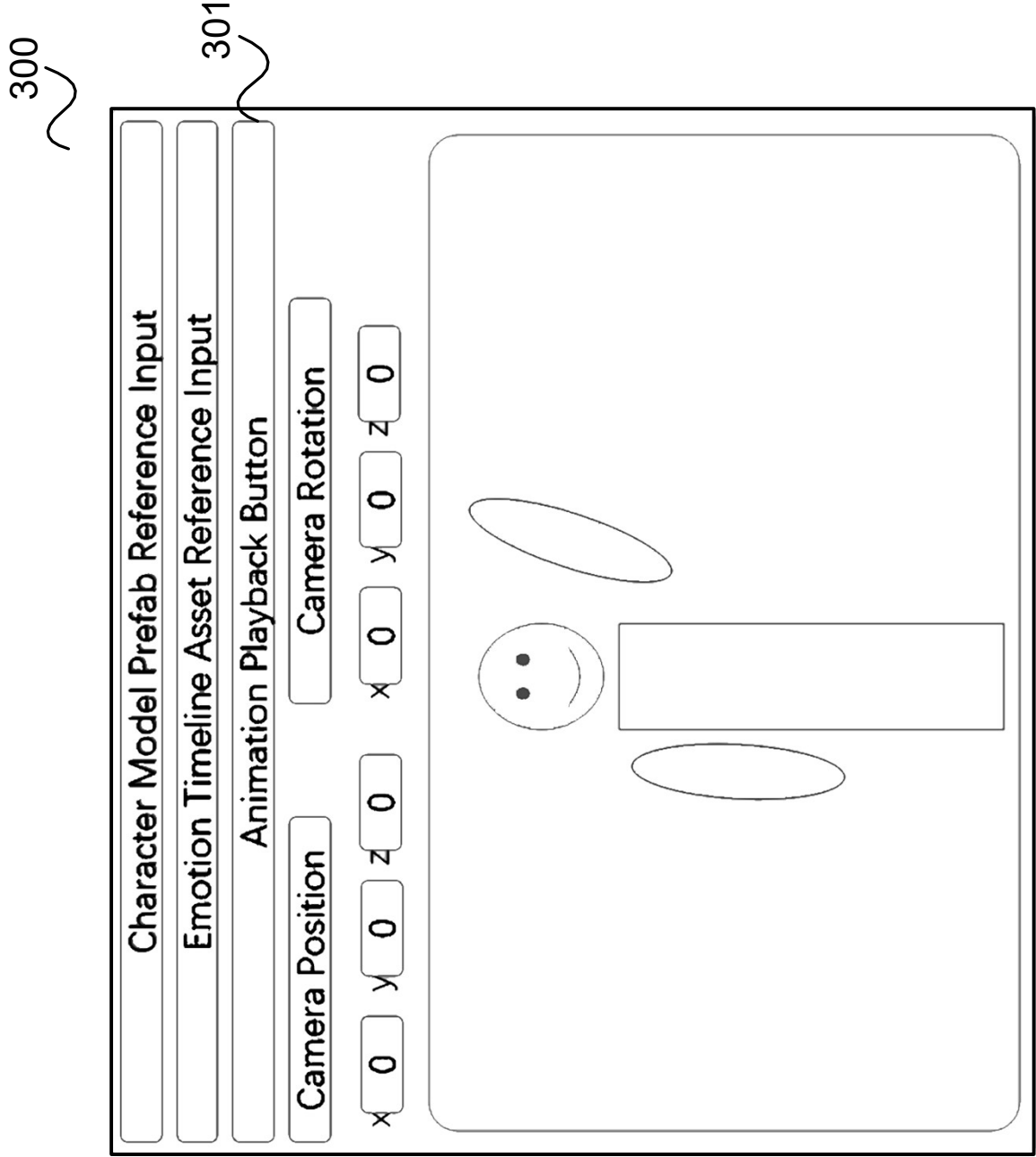


FIG 4

400

Click Button to Popup Menu
and Select Other Character

Character Name

Keyword Input

New Emotion Name

New Emotion Asset Input

Create New Emotion Button

EmotionName

EmotionName

Emotion Timeline Asset Reference Input

Disable Eye Auto Blink

EmotionName

EmotionName

EmotionName

EmotionName

EmotionName

EmotionName

PreviewButton

PreviewButton

PreviewButton

PreviewButton

PreviewButton

PreviewButton

Character Name1

Character Name2

Character Name3

Character Name4

Character Name5

FIG 5

500

Select Excel File Button	
StoryDataExcelSheet 1	Import
StoryDataExcelSheet 2	Import

FIG 6

600

NodeID	Order	NextNodeID	Node Type 1: DialogueNode 2:SelectionNode	CharacterID		DialogueTextKey	DialogueTextAppendType(1NewLine,0Append)	SelectOptionId
client	client	client	client	client	client	client	client	client
key int	key int	int	int	int	int	StringKey	int	int
NodeId	Order	NextNodeid	Node Type	RoleId	Title	DialogueKey	IsNewLine	optionId
100	1	110	1	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	1	0
110	1	120	2	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	1	0
110	2	130	2	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	0	1
120	1	140	1	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	1	0
130	1	0	1	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	1	0
140	1	0	1	100014		TXT_STORY_EP1_MAIN2_TALK_1_1	1	0

FIG 7

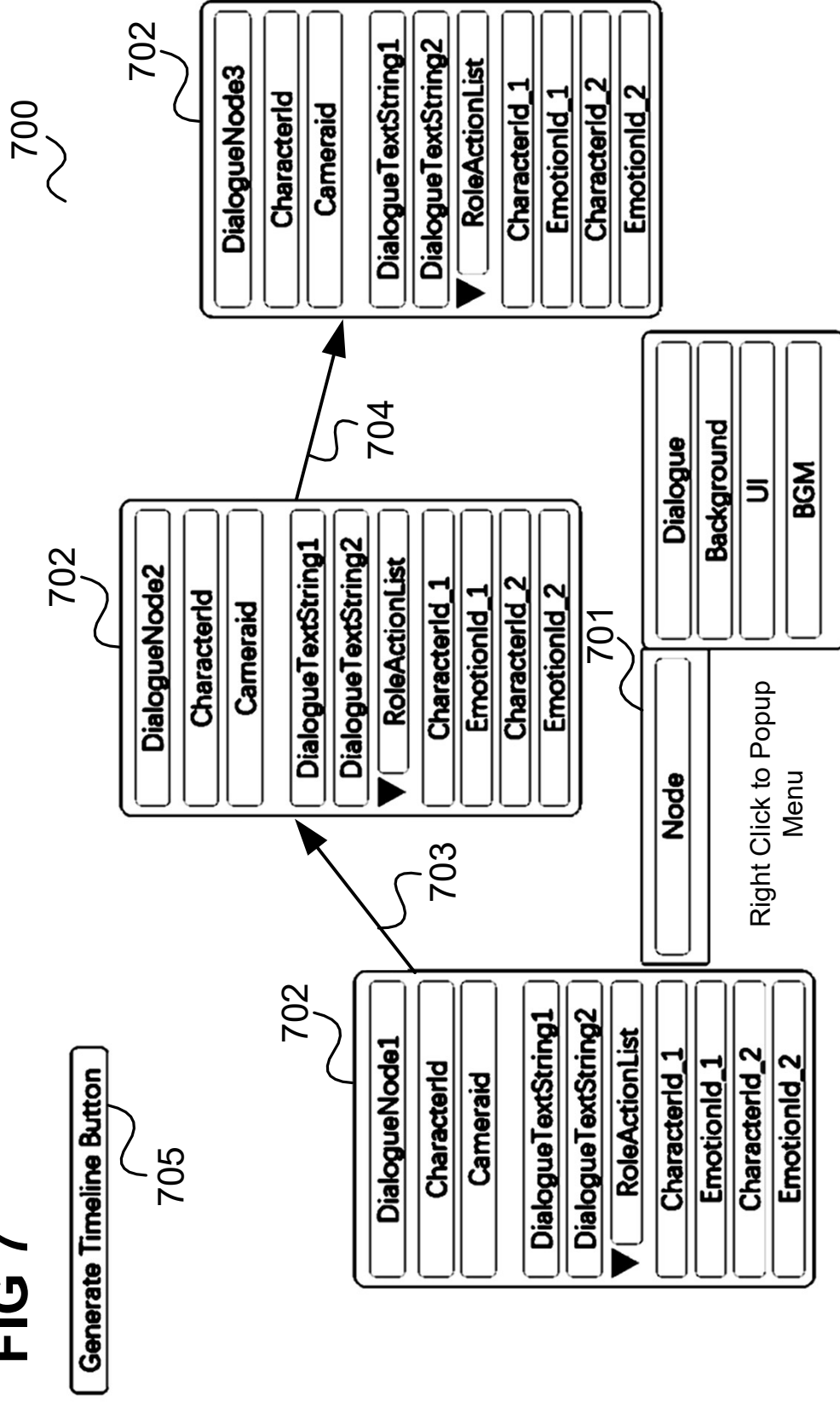


FIG 8

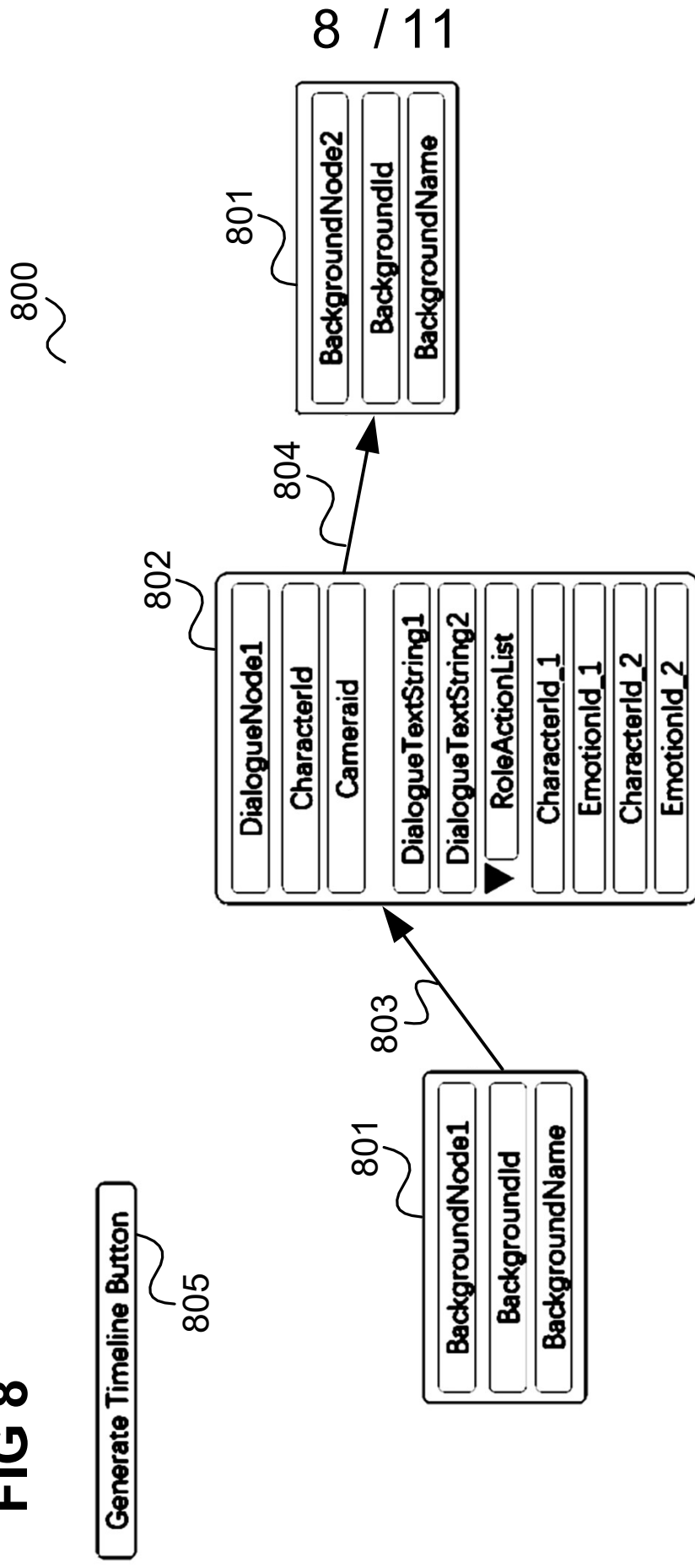


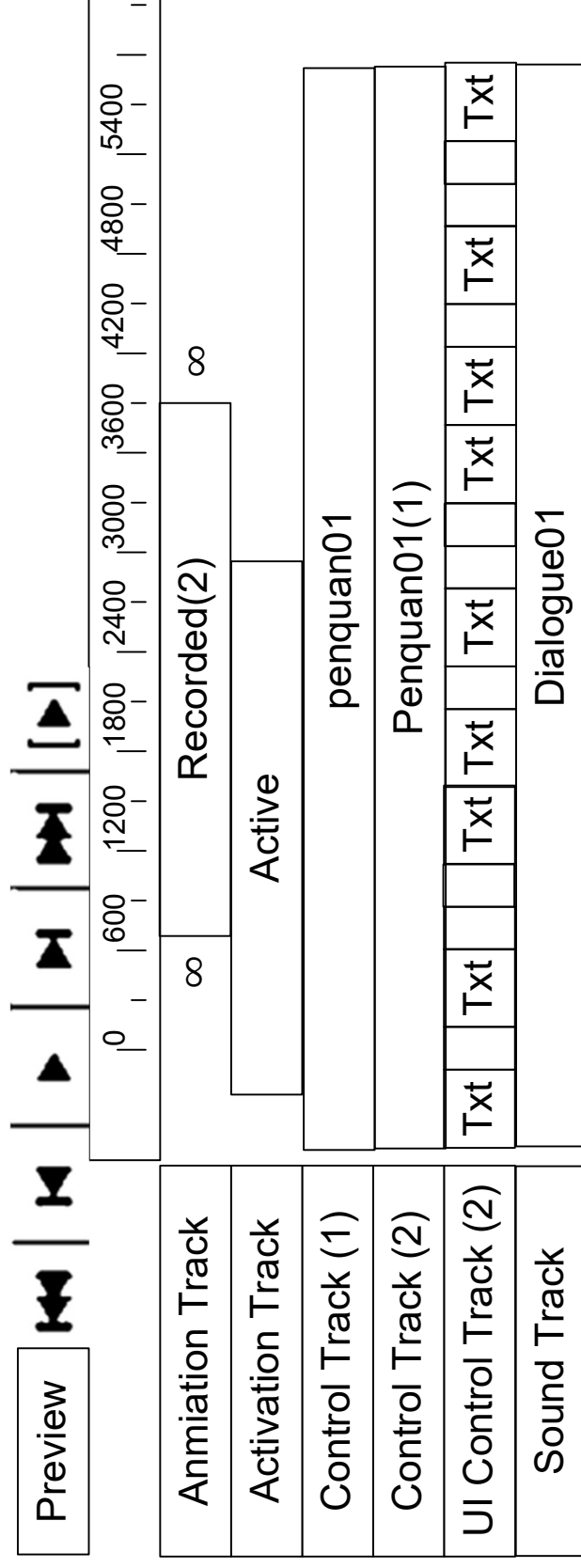
FIG 9

FIG 10

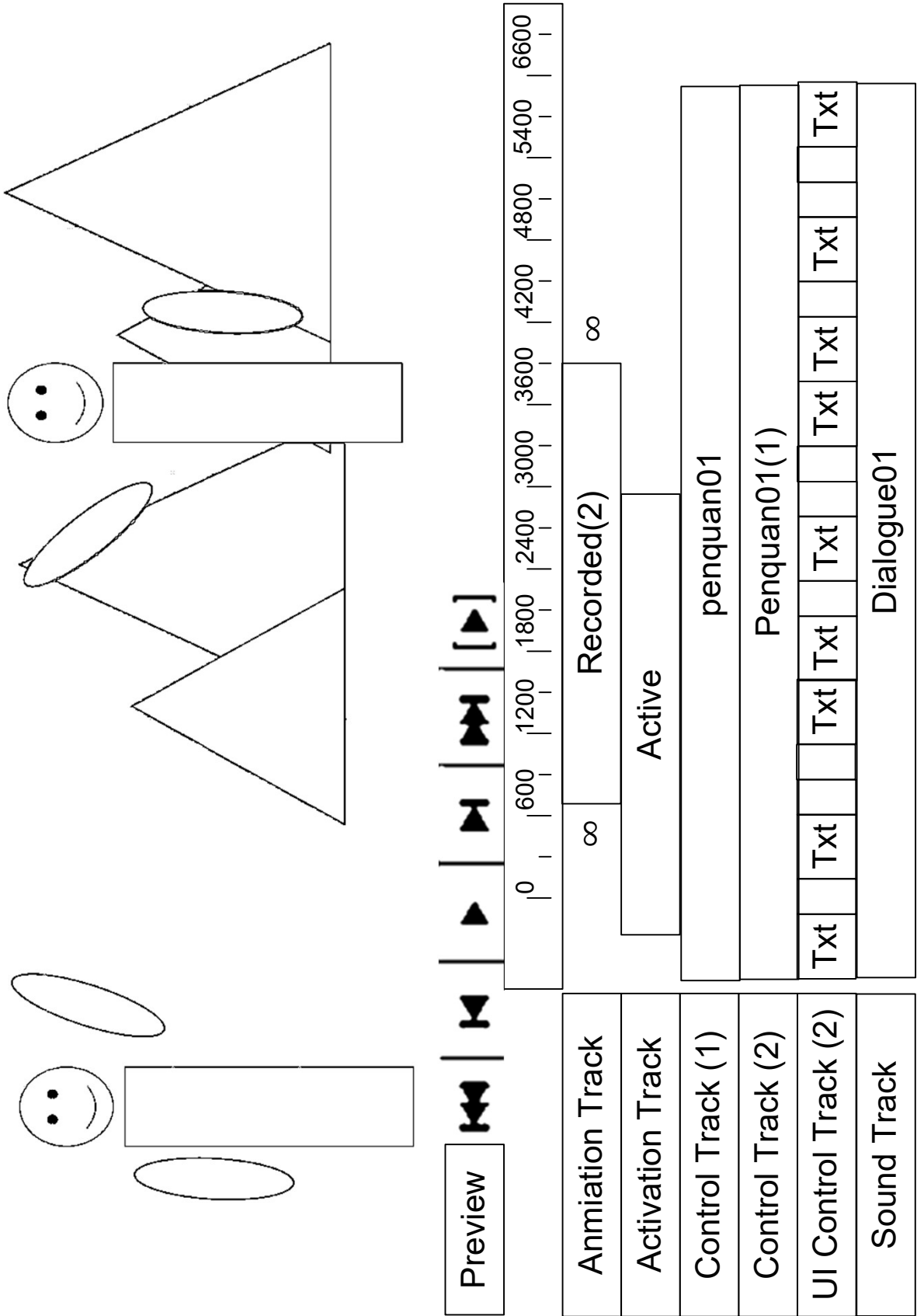


FIG 11